MARVEL COMICS
THE OFFICIAL MARVEL FAN MAGAZ
SUPER SWEEP-STAKES — SEE PAGE 19!
MARVEL AGE
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89
JUN
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APPROVED BY THE COMICS CODE AUTHORITY
MEET MARVEL'S NEW KIDS ON THE BLOCK...
...THE NEW WARRIORS!
EXCLUSIVE PREVIEW INSIDE!
CBG FAN AWARDS
WINNER
FAVORITE PUBLICATION ABOUT COMICS
MOVE OVER, ROBOCOP™--
DEATHLOK IS BACK!
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STAN LEE PRESENTS MARVEL AGE®

SALICRUP'S SECTION

Ever have one of those days? Well, I don't want to whine about the trials and tribulations of editing MARVEL AGE MAGAZINE, mainly because it's great fun for the most part, but there are so many little things that can go wrong every issue that it's no wonder I have so many gray hairs.

Take Bob Harras for example, please. (Sorry, I couldn't resist.) I know how Bob Harras is spelled, yet for some unknown reason, it keeps getting into print as Bob Harris! This has got to stop! Bob's a great guy, and at the very least deserves to have his name spelled correctly in these pages. As of right now, I'm redoubling my efforts to make sure the noble Harras name is well-served in these pages. I hope that our hard-working typesetter, Lynda Strunk, and Jack Abel, the world's toughest proofreader, will back me up on this, after all, is this any way to run the official Marvel fan magazine?

Take Kay Shadley as another example. Poor Kay has been pouring over the pages of MARVEL AGE MAGAZINE to make sure all the copyright notices and trademarks are correct ever since stalwart Steve Sheffler left, yet have we given her due credit? Nay, I say thee!

Poor Kay has served in obscurity long enough! Let the clarions blare and the trumpets sound—KAY SHADLEY is our rights and permissions editor!! And don't you forget it! (We have no idea why Kay was not being credited but we hope this makes up for our oversight!)

Then there's Barry Dutter! After going to all the extra trouble of finding a special Sunday-sized Willie Lumpkin comic strip with a holiday theme perfectly suited to our X-Mas issue, he forgot to run it! (Don't worry, we'll use it in our 1990 Christmas issue!) I don't think Barry can take it anymore; the pace, the pressure, and demands of being assistant editor on MARVEL AGE MAGAZINE is just too much for the lad. Regrettably he's leaving us to become the assistant editor to recently-promoted-to-editor Mike Rockwitz. Sure, anyone can edit comic books, hey, I even edit a few myself, but it takes someone special to handle MARVEL AGE MAGAZINE. Seriously, Barry did a great job and we're gonna miss him. The good news is Barry, along with Chris Eliopoulos will continue to write the MARVEL AGE CALENDAR, so the famous Dutter wit will still be very much with us!

And that finally brings us to Tom Daning, (let's hope we spell that name correctly!) our brand-new MARVEL AGE MAGAZINE assistant editor who starts next issue.

Tom seems to be a great guy but does he have what it takes? We think so! The true test will be how Bob Harras's name is spelled next issue.

See you then!

—Jim Salicrup

MARVEL® AGENDA

Coming Attractions	1
Newswatch	6
Mark's Remarks	9
Fabian Nicieza Interview	10
DEATHLOK	12
The Many Faces of THE HULK	14
Stan's Soapbox	15
HEMBECK	16
Special Announcement	18
Heroes For the 90's Sweepstakes	19
NEWS WARRIORS Preview	20
Marvel Reviewers	25
Marvel Age of Comics, 1981 (Part 4)	26
New Talent Department	28
Letters	30

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MARVEL COMING ATTRACTIONS

Here's a complete checklist of what's happening in all the Marvel, Epic, and Marvel U.K. titles shipping in April.

Titles Shipping May 1
On Sale May 22

☐ **AVENGERS WEST COAST** #60—The conclusion of the **Dark Scarlet Witch** saga—a shocker! By **Roy Thomas** and **Paul Ryan.** $1.00.

☐ **CAMP CANDY** #3—Camp Candy and Camp Kickboot go to war against each other . . . with hilarious results! By **Angelo DeCesare, Howard Post,** and **Jacqueline Roettcher.** $1.00.

☐ **CAPTAIN AMERICA** #372—The biweekly adventures begin! **Cap** tackles drug pushers in the first battle in a drug war that will blow Manhattan wide open! By **Mark Gruenwald, Ron Lim,** and **Danny Bulanadi.** $1.00.

☐ **DAREDEVIL** #282—At last—**Daredevil** returns to New York City! But will the decision bring purpose back to his life, or destroy it? By **Ann Nocenti, John Romita, Jr.,** and **Al Williamson.** $1.00.

☐ **NAMOR THE SUB-MARINER** #4—Torn from today's headlines —A major oil spill hits New York! Also: The world discovers that **Namor** is alive! By **John Byrne** and **Bob Wiacek.** $1.00.

☐ **STEELTOWN ROCKERS Limited Series** #4—Talk about crucial moments—the **Steeltown Rockers** finally land their first gig. Now comes the really hard part—making sure everyone shows up! By **Elaine Lee** and **Steve Leialoha.** $1.00.

☐ **WEB OF SPIDER-MAN** #66—The **Green Goblin** returns! **Tombstone** and **Molten Man** plot new mayhem! *And* there's a special surprise ending that'll knock you for a loop! By **Gerry Conway, Alex Saviuk,** and **Keith Williams.** $1.00.

☐ **MARVEL COMICS PRESENTS** #53—

WOLVERINE Part III—the savage conclusion! By **Rob Liefeld.**

COMET MAN Part IV—**Comet Man** and his son versus the evil **Superior**—the dramatic finale! By **Bill Mumy, Miguel Ferrer, Kelley Jones,** and **Gerry Talaoc.**

STINGRAY Part I—Tiger Shark is back—and he's got **Stingray**'s wife! By **Len Wein, Jim Fern,** and **Mike DeCarlo.**

Plus complete in this issue:

BLACK WIDOW AND SILVER SABLE team up to stop a spy—and that's when the sparks begin to fly! By **Fabian Nicieza, Rob Liefeld, and Bob Wiacek.** 32 pages. Biweekly. $1.25.

☐ **WHAT THE—?!** #8—Four all-new tales that poke fun at the Marvel Universe!

The return of **Forbush Man** by **Aaron Lopresti!** What threat would cause super heroes and super-villains to join forces? The answer is revealed in a wild tale by **Scott Lobdell, Dale Keown,** and **Harry Candelario.** The **Goon Knight** suffers the consequences of all his incarnations—and more in a misadventure by **Sholly Fisch** and **Win Mortimer.** Plus: fake ads, puzzles, and **Pulverizer** pinups! $1.25.

☐ **BLACK KNIGHT Limited Series** #2—The **Dreadknight** is out to kill the helpless **Black Knight**—and not even **Captain Britain** can stop him! By **Roy** and **Dann Thomas, Rich Buckler** and **Tony DeZuniga.** Mando Offset paper. $1.50.

☐ **SHE-HULK** #17—The unforgettable conclusion to the "Cosmic Squish Principle"! By **Steve Gerber, Bryan Hitch** and **Jim Sanders.** Mando Offset paper. $1.50.

☐ **X-MEN** #263—**Forge** sets out to rescue **Banshee, Jean Grey,** and **Colossus!** But has he embarked on a quest that will doom him? By **Chris Claremont, Kieron Dwyer** and **Dan Green.** $1.00.

☐ **STALKERS** #4—Not even the **Stalkers** are prepared for the horror that the corporations are about to unleash! By **Mark Verheiden, Mark Texeira** and **Val Mayerik.** An Epic comic. Mando Offset paper. $1.50.

☐ **ELSEWHERE PRINCE Limited Series** #3—The politics of power and war threaten the idealistic warriors—especially the **Artist!** Plus more on **Major Grubert**'s Notebook featuring Moebius artwork! By **Moebius, R.J.M. Lofficier,** and **Eric Shanower.** An Epic comic. Hudson paper. Direct Sales only. $1.95.

☐ **ALF ANNUAL** #3—Summer vacation was never so much trouble—and fun! It's an anthology of wild and woolly tales that take **Alf** from a tropical atoll to outer space. . .and beyond! By **Michael Gallagher, Dave Manak,** and **Marie Severin.** 64 pages. $2.00.

☐ **CRITICAL MASS Limited Series** #5—The Shadowline Saga Continues! **Power Line** joins their might to that of **St. George** to face the wrath of a crazed **Dr. Zero!** By **D.G. Chichester, Margaret Clark, Gray Morrow, Jorge Zaffino, Dan Lawliss, Al Williamson,** and **James Sherman.** An Epic Graphic Album. 64 pages. Direct Sales only. $4.95.

☐ **SPIDER-MAN VERSUS WOLVERINE** #1—Re-presenting the suspense-filled team-up that takes **Spider-Man** and **Wolverine** into East Berlin in search of a spy. Featruring the death of **Ned Leeds** the original **Hobgoblin!** By **James Owsley, Mark Bright,** and **Al Williamson.** A Marvel Graphic Album. 64 pages. $4.95.

Titles Shipping May 8 On Sale May 29

☐ **ALF** #31—**Alf** turns the **Tanner** home into a summer camp for baby **Eric.** Let the mayhem begin! By **Michael Gallagher, Dave Manak,** and **Marie Severin.** $1.00.

☐ **AMAZING SPIDER-MAN** #334—The biweekly action begins! **Doctor Octopus** begins to reunite the deadliest team of **Spidey**'s enemies! The "Return of the Sinister Six," Part I is by **David Michelinie, Eric Larsen,** and **Mike Machlan.** $1.00.

☐ **AVENGERS SPOTLIGHT** #34— **Hawkeye** gets into his most brutal battle yet! By **Steve Gerber, Al Milgrom,** and **Don Heck.**

The USAgent versus the **Xenophobic Man**—the shocking conclusion by **Fabian Nicieza, Dan Lawliss,** and **Keith Williams.** $1.00.

☐ **HEATHCLIFF** #49—How can **Heathcliff** be both the hero and the villain in a jewel robbery? The answer is the key to one of the wildest **Heathcliff** adventures yet! By **Angelo DeCesare, Marie Severin,** and **Jacqueline Roettcher.** $1.00.

☐ **THE NEW MUTANTS** #91—The **New Mutants** battle the fiercer, deadlier **Caliban!** By Louise Simonson, Rob Liefeld and **Hilary Barta.** $1.00.

☐ **NTH MAN** #14—The mutant armies take over! And **Alfie** is forced to run for his life from the aliens! By **Larry Hama, Ron Wagner,** and **Fred Fredericks.** $1.00

☐ **GROO THE WANDERER** #67—This time it's a secret—because not even we dare reveal what **Groo** does this time! By **Sergio Aragonés** and **Mark Evanier.** An Epic comic. $1.00.

☐ **QUASAR** #12—Quasar versus **Tutirax,** the most powerful of the **Deviants,** and the **Blood Brothers, Thanos**'s strong arm men! By **Mark Gruenwald, Mike Manley,** and **Danny Bulanadi.** $1.00.

☐ **ALPHA FLIGHT** #86—**Alpha Flight** versus **Llan**—the awesome conclusion! Guest-starring **Dr. Strange**. By **James D. Hudnall, Mark Bagley,** and **Mike Manley**. Cover by **Ron Frenz** and **Al Williamson**. Mando Offset paper. $1.50.

☐ **GHOST RIDER** #3—**Ghost Rider** takes on a vampire—and wait'll you see who wins! By **Howard Mackie, Javier Saltares,** and **Mark Texiera**. Mando Offset paper. $1.50

☐ **THE SAGA OF THE HUMAN TORCH Limited Series** #4—The final chapter of the history of the original **Human Torch**. A classic! By **Roy** and **Dann Thomas, Rich Buckler,** and **Danny Bulanadi**. Mando Offset paper. $1.50.

☐ **TOMORROW KNIGHTS** #2—Environmental terrorists threaten near-nuclear devastation! And when the **Tomorrow Knights** try to stop them, they discover an even greater danger! By **Rod Whigham** and **Roy Richardson**. Mando Offset paper. Direct Sales only. $1.50.

☐ **WOLVERINE** #26—The biweekly action kicks off with a suspense-filled shocker! A priceless treasure of the Orient is the object of a quest that could destroy **Wolverine**! By **Jo Duffy** and **Klaus Janson**. Mando Offset paper. $1.75.

☐ **NEW MUTANTS ANNUAL** #6—"Days of Future Present, Part 3!" Guest-starring the **Fantastic Four**. An adult **Franklin Richards** shows the muties a taste of their own future, but he's being tracked by deadly **Sentinels**. By **Louise Simonson** and **Andy Kubert**. 64 pages. $2.00.

☐ **THE PUNISHER MAGAZINE** #12—Re-presenting from THE PUNISHER #17 and #18 "Computer War" and "Face Off" by **Mike Baron, Whilce Portacio,** and **Scott Williams**. Cover painting by **Joe Jusko**. A Marvel black-and-white magazine. 64 pages. $2.25.

☐ **SAVAGE SWORD OF CONAN** #175—A mystic sword gives **Conan** the power to destroy any foe. But such power carries a horrifying price! Plus: a special **Dave Simons** portfolio! By **John Arcudi** and **Armando Gil**. Cover painting by **Dorian**. A Marvel black-and-white magazine. 64 pages. For Mature Readers. $2.25.

☐ **MARVEL SUPER HEROES** #2—**Iron Man, Tigra, Falcon, Red Wolf, Rogue, Speedball,** and **Daredevil** in special adventures by **Steve Ditko, D.G. Chichester** and **Margaret Clark, Chuck Patton, Mike DeCarlo, Danny Fingeroth, Javier Saltares, Robert Campanella, Larry Alexander, Sue Flaxman, Jeff Manna, Brett Albrecht, Hollis Bright, Terry Kavanagh** and **Dwayne Turner**. 80 pages. $2.95.

☐ **PLASTIC FORKS Limited Series** #4—**Angel** must rescue **Henry's** wife from the evil institute before they force her to give birth. Will he arrive in time? Written and painted by **Ted McKeever**. An Epic Graphic Album. 64 pages. Direct Sales only. For Mature Readers. $4.95.

Titles Shipping May 15 On Sale June 5

☐ **THE AVENGERS** #319—The biweekly adventure begins! Somebody has stolen a nuclear submarine and unless the **Avengers** can get it back, Earth will be plunged into World War III! By **Fabian Nicieza, Paul Ryan,** and **Tom Palmer**. $1.00.

☐ **CAPTAIN AMERICA** #373—**Captain America** goes berserk! The result could mean the death of **Diamondback**! By **Mark Gruenwald, Ron Lim,** and **Danny Bulanadi**. $1.00.

☐ **CONAN THE BARBARIAN** #234—**Conan** and **Jorrma** risk everything to stop an army from destroying **Jorrma's** village. By **Michael Higgins, Ron Lim,** and **Dan Adkins**. $1.00.

☐ **G.I. JOE** #102—**Cobra Commander** extends his control of Millville, **Scarlett's** condition takes a turn for the worse, **Flint, Lady Jaye, Muskrat, Roadblock,** and the **Oktober Guard** confront headhunting Indians—and more! By **Larry Hama, Mark Bright,** and **Randy Emberlin**. $1.00.

☐ **GUARDIANS OF THE GALAXY** #2—The **Guardians** versus the **Stark** and **Taserface**—a battle that's out of this world! Also featuring **Firelord**! Plus: **Starhawk** and **Aleta** split up (but don't they share the same body?!)! By **Jim Valentino** and **Steve Montano**. $1.00.

☐ **THE INCREDIBLE HULK** #371—The **Hulk** possessed! **Bruce** finds **Betty**! And it guest stars **Dr. Strange, Namor the Sub-Mariner,** and **Rintrah**! By **Peter David, Dale Keown,** and **Bob McLeod**. $1.00.

☐ **MARVEL AGE MAGAZINE** #90—**Todd McFarlane's** new **Spider-Man** series—an exclusive interview and 5-page preview! Plus articles on FOOL KILLER and WILD CARDS! And **Stan's** Soapbox, **Mark's** Remarks, **Hembeck's** Page, the Marvel Trivia Quiz, Mutant Report, and more! $1.00.

☐ **MARVEL TALES** #239—Re-presenting from MARVEL TEAM-UP #239, **Spidey** and the **Beast's** awesome battle against the **Griffin**! By **Marv Wolfman, Bill Mantlo, Sal Buscema,** and **Mike Esposito**. Plus an all-new **Peter Porker** tale by **Alan Kupperberg** and a new cover by **Todd McFarlane**.

☐ **THE PUNISHER** #35—The return of **Jigsaw** and the **Rev**! By **Mike Baron, Bill Reinhold,** and **Mark Farmer**. $1.00.

☐ **SILVER SURFER** #39—The **Silver Surfer** is caught in an intergalactic gladiator game with a horrifying twist! By **Alan Grant** and **James Sherman**. $1.00.

☐ **THE UNCANNY X-NEN** #264—The **Press Gang** is out to capture and destroy the **X-Men**. And they've got more than enough power to do it! By **Chris Claremont, Mike Collins** and **Joe Rubinstein**. $1.00.

☐ **MARVEL COMICS PRESENTS** #54—

WOLVERINE Part I—**Wolverine** and **Bruce Banner** are the prime suspects in a Midwest murder spree. But who is the real killer? By **Michael Higgins** and **Dave Ross**.

WEREWOLF BY NIGHT Part I—A new direction for **Werewolf by Night! Jack Russell** is seeking a cure for his curse, but blocking his way are his victims . . . and a mysterious new threat! By **Len Kaminski, James W. Fry,** and **Brad Joyce**.

STINGRAY Part II—**Stingray** sets out to rescue his wife from **Tiger Shark**—and runs into big trouble! By **Len Wein, Jim Fern,** and **Mike DeCarlo**.

Plus complete in this issue; the **Shroud** is locked in battle to the death against the Cult of **Kali's** newest pawn! by **Steve Ditko** and **Hollis Bright**. 32 pages. Biweekly. $1.25.

☐ **WHAT IF. . .?** #15—What if **Wolverine** fought **Conan**?" Featuring **X-Men, Red Sonja,** and **Jean Grey** as the **Phoenix**! A battle-filled blockbuster by **Glenn Herdling** and **Gary Kwapisz**. 32 pages. $1.25.

☐ **HERO Limited Series** #3—Death strikes **Cody** again! By **David Michelinie, Steve Purcell,** and **Sam de la Rosa.** Mando Offset paper. $1.50.

☐ **ROBOCOP** #5—**Robocop** is modified into the ultimate cyborg soldier and sent to war! By **Alan Grant, Lee Sullivan,** and **Kim DeMulder.** $1.50.

☐ **SHIELD** #13—**Nick Fury** and **SHIELD** attack **Madame Hydra** in the heart of her new **Hydra** base! By **Bob Harras, Keith Pollard,** and **Kim DeMulder.** Mando Offset paper. $1.50.

☐ **EXCALIBUR** #24—The biweekly adventures begin! **Excalibur** returns to Earth! **Kitty Pryde** celebrates her 15th birthday party—and more! By **Chris Claremont, Alan Davis,** and **Paul Neary.** Mando Offset paper. $1.75.

☐ **NIGHTBREED** #4—Concluding the adaptation of the new horror film by **Clive Barker. Aaron Boone** is caught up in the final confrontation between the human race and the monsters of **Necropolis,** while **Baphomet** faces imminent destruction. By **Alan Grant, John Wagner,** and **Jim Baikie.** An Epic Comic. Flambeau Offset paper. Direct Sales Only. For Mature Readers. 32 pages. $1.95.

☐ **X-FACTOR ANNUAL** #5—"Days of Future Present, Part 2" **Franklin** makes the FF's headquarters disappear, and **Rachel** meets **Jean Grey** for the first time. Guest-starring **Phoenix** and the **Fantastic Four.** By **Louise Simonson** and the **Fantastic Four.** 64 pages. $2.00.

☐ **DR. WHO** #161—The finale of a three-part tale in which **Sarah Jane** and the **Doctor** are hunted aboard the **Kalik** spaceship! Featuring interviews, case studies, and more! By **Donkin & Bond** and **Ridgway.** A Marvel UK magazine. Specialty Sales only. $2.95.

☐ **DEATHLOK Limited Series** #1—It's the new **Deathlok**—a man of peace trapped in the ultimate killing machine! By **Dwayne McDuffie, Gregory Wright, Jackson Guice,** and **Scott Williams.** Cover by **Joe Jusko.** Bookshelf format. 48 pages. $3.95.

Titles Shipping May 22 On Sale June 12

☐ **AMAZING SPIDER-MAN** #335—**Doctor Octopus** recruits more **Secret Six** members! **Spidey** versus the **Shocker!** And wait'll you see the intrigues unfolding on the set of "Secret Hospital"! By **David Michelinie** and **Erik Larsen.** $1.00.

☐ **COUNT DUCKULA** #12—"Lifestyles of the Rich and Feathered" wants to interview **Count Duckula.** The **Count** is more than willing. And that's when the trouble starts! By **Michael Gallagher, Rusty Haller,** and **Jacqueline Roettcher.** $1.00.

☐ **FANTASTIC FOUR** #342—The FF return home and discover that **Dan Quayle** is president, glasnost is an empty dream, and World War III is just around the corner! And that's just the beginning of their problems! By **Walter Simonson.** $1.00.

☐ **IRON MAN** #258—**Iron Man** discovers himself in trouble that not even he can handle as the "Armors Wars II" saga continues! By **Bob Layton** and **John Romita, Jr.** $1.00.

☐ **THE NEW WARRIORS** #1—**Nova, Namorita, Marvel Boy, Speedball, Firestar** and the mysterious **Night Thrasher** are the **New Warriors!** Featuring the origin of the **New Warriors** and an incredible battle against the **Fantastic Four's** enemy, **Terrax!** By **Fabian Nicieza, Mark Bagley,** and **Al Williamson.** Cover by **Bagley** and **Bob McLeod.** $1.00.

☐ **THOR** #419—The biweekly action begins! **Hercules** and **Thor** must return to the dread **Black Galaxy** to stop the **High Evolutionary** from creating a new race of gods! By **Tom DeFalco, Ron Frenz,** and **Joe Sinnott.** $1.00.

☐ **THE TRANSFORMERS** #68—The **Decepticons** launch their attack of conquest! To stop them the **Autobots** must unite with mutants and super heroes. But will the alliance work? By **Simon Furman.** $1.00.

☐ **SPECTACULAR SPIDER-MAN** #166—**Spidey** goes to England on a mission of vengeance! And the war for control of the New York underworld intensifies! By **Gerry Conway** and **Sal Buscema.** $1.00.

☐ **X-FACTOR** #56—**Mesmero** and **Infectia** return! Will **X-Factor** survive their plan of revenge? By **Peter David** and **Terry Shoemaker.** $1.00.

☐ **X-MEN CLASSIC** #49—Representing X-MEN #145, in which the **X-Men** must save **Arcade** from **Dr. Doom!** By **Chris Claremont, Dave Cockrum,** and **Bob Wiacek.** $1.25.

☐ **POWER PACK** #57—**Alex** has a new power—but is it a blessing, or a curse? **Franklin** searches for **Galactus** and the **Ultimate Nullifier!** And **Power Pack** battles the **Star Stalkers!** By **Michael Higgins, Tom Morgan,** and **Andy Mushynsky.** Mando Offset paper. Direct Sales only. $1.50.

☐ **THE PUNISHER ARMORY** #1—The ultimate reference series on the **Punisher's** weapons, equipment, and vehicles! Featureing all-new entries and illustrations galore! By **Eliot R. Brown.** Cover by **Jim Lee** and **Eliot R. Brown.** 32 pages. Mando Offset paper. $1.50.

☐ **WOLVERINE** #27—Part one of "The Lazarus Project." **Wolverine's** back in Madripoor! General Coy plans to attack a native village to obtain the master form, and **Wolverine** battles a monstrous robot in the first line of defense. By **Jo Duffy, John Buscema,** and **Dan Green.** Mando Offset paper. $1.75.

☐ **FANTASTIC FOUR ANNUAL** #23—When the FF from the past meet the FF from the present and the **Franklin Richards** from the future—look out! Guest-starring **Excalibur.** By **Walt Simonson, Jackson Guice,** and **Tony DeZuniga.** "Days of Future Present, Part 3." 64 pages. $2.00.

☐ **MARVEL REQUIRER** #4—It's eight pages! It previews every Marvel Comic coming out in the month of June! It's available at your local comics shop! And best of all—it's free!

☐ **STRIP** #10—A 40-page fortnightly anthology of continuing series by Britain's top talent!

1) MARSHAL LAW Part 10—Reprinting the classic Epic Comics Limited Series! By **Pat Mills** and **Kevin O'Neill.**

2) CHRONICLES OF GENGHIS GRIMTOAD—More tales of funny animals in the Middle Ages! Written by **John Wagner** and **Alan Grant,** and drawn by **Ian Gibson.**

Plus two more titanic tales so neat, we can't even tell you about them yet! A Marvel UK Comic. 48 pages. Direct Sales only. Mature Readers. $2.50.

Titles Shipping May 29
On Sale June 19

☐ **MARVEL COMICS PRESENTS** #55—

WOLVERINE PART II—Is **Wolverine** innocent of murder? Will the **Hulk** help him or not? By **Michael Higgins** and **Dave Ross**.

WEREWOLF BY NIGHT Part II—The origin of the **Werewolf By Night**! By **Len Kaminski, James Fry,** and **Brad Joyce.**

STINGRAY Part III—**Tiger Shark** versus **Stingray** to the death! But **Stingray's** wife could die first! By **Len Wein, Jim Fern,** and **Mike DeCarlo.**

Plus complete in this issue: the **Collective Man** wishes to see his/her mother before she dies—but the Chinese government unleashes an incredible weapon to stop him! By **Scott Lobdell** and **Greg LaRoque**. 32 pages. Biweekly. $1.25.

☐ **DR. STRANGE** #19—An offbeat tale where **Doc** must catch a critter causing trouble in his mansion, because if he doesn't, New York is in trouble! By **Roy** and **Dann Thomas** and **Jackson Guice.** Mando offset paper. Direct Sale only. $1.50.

☐ **MOON KNIGHT** #16—"The Trial of **Marc Spector**" Part 2. Will **Moon Knight** be able to free himself of his mercenary past, or will it overwhelm him? The answer will shock you! You must not miss this second chapter of the most important events in **Moon Knight's** life. By **Chuck Dixon, Sal Velluto,** and **Tom Palmer.** Mando Offset paper. Direct Sales only. $1.50.

☐ **PUNISHER WAR JOURNAL** #20—After the **Punisher's** plane is shot down on the revolution-torn island of New Caledonia, a French foreign legionnaire saves the **Punisher's** life. But when the legionnaire starts killing innocents, the **Punisher** is caught by "The Debt." By **Potts, Smith** and **Bulanadi.** Mando Offset paper. $1.50.

☐ **THE 'NAM** #46—During the "Cambodian Invasion," a green soldier is severely wounded on his first mission in the field. But somebody's taken the first aid kit! By **Dixon, Van Sant** and **DeZuniga.** Mando Offset paper. $1.50.

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☐ **AKIRA** #21—Tension between **Tetsuo** and **Akira** reaches a breaking point. And new developments in **Lady Miyako's** temple that pose new threats to everyone. By **Katsuhiro Otomo, Jo Duffy,** and **Steve Oliff.** An Epic Bookshelf format series. 64 pages. Direct Sales only. For Mature Readers. $3.95.

A **Limited Series** is a title which will only run for a specific number of issues.
A **Graphic Novel** is an 8 ½" x 11" paperback edition.
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A **Bookshelf Format** is a 6⅝" x 10" high quality, square-bound edition.
A **Direct Sales** title is available only at selected outlets.
Shipping Date refers to when the comics leave the printer.

SUPER-VILLAIN CHECKLIST™

Bullseye—CAPTAIN AMERICA #372 and #373
Caliban—THE NEW MUTANTS #91
Celestials—THOR #419
Chameleon—SPECTACULAR SPIDER-MAN #166
Crossbones—CAPTAIN AMERICA #373
Deathwatch—GHOST RIDER #3
Deviants—QUASAR #12
Doctor Angst—SHE-HULK #17
Doctor Octupus—AMAZING SPIDER-MAN #334 and #335
Dreadknight—BLACK KNIGHT #2
Electro—AMAZING SPIDER-MAN #334 and #335
Firefly—MARVEL COMICS PRESENTS #54
Fogg—SPECTACLUAR SPIDER-MAN #166
Griffin—MARVEL TALES #239
Hammerhead—SPECTACULAR SPIDER-MAN #166
High Evolutionary—THOR #419
Hobgoblin—AMAZING SPIDER-MAN #335, SPIDER-MAN AND WOLVERINE #1
Hydra—SHIELD #13
Infectia—X-FACTOR #56
Jigsaw—THE PUNISHER #35
Kingpin—GHOST RIDER #3, CAPTAIN AMERICA #373, SPECTACULAR SPIDER-MAN #166, PUNISHER MAGAZINE #12
Knight—SPECTACULAR SPIDER-MAN #166
Lian—ALPHA FLIGHT #86
Lowlife—CAPTAIN AMERICA #372
Madame Hydra—SHIELD #13
Magneto—AVENGERS WEST COAST #60
Marrs twins—NAMOR #4
Mesmero—X-FACTOR #56
Mimic—MARVEL COMICS PRESENTS #53-55
Molten Man—WEB OF SPIDER-MAN #66
Mysterio—AMAZING SPIDER-MAN #335
Nightwalker—GHOST RIDER #3
Press Gang—X-MEN #264
Quicksilver—AVENGERS WEST COAST #56
Red Skull—CAPTAIN AMERICA MOVIE SPECIAL #2
the Rev—THE PUNISHER #35
Roxxon—DEATHLOK #1
Ryker—DEATHLOK #1
Sandman—AMAZING SIDER-MAN #334 and #335
Saturnyne—EXCALIBUR #24
Scarlet Witch—AVENGERS WEST COAST #60
Shocker—AMAZING SPIDER-MAN #335
the Stark—GUARDIANS OF THE GALAXY #2
Star Stalker—POWER PACK #57
Superior—MARVEL COMICS PRESENTS #53
Taserface—GUARDIANS OF THE GALAXY #2
Terrax—NEW WARRIORS #1
Tiger Shark—MARVEL COMICS PRESENTS #53-#55
Tombstone—WEB OF SPIDER-MAN #66, SPECTACULAR SPIDER-MAN #166
Xenophobic Man—AVENGERS SPOTLIGHT #34

NEWSWATCH

ITEM! When's the last time you visited the Hyborian Age? You might want to head back there again, because CONAN THE BARBARIAN has just been reborn! Beginning in issue #232, writer Michael Higgins has taken Conan back to his roots, doing a "Year One" story that literally starts with the first year of the character's life! CONAN THE BARBARIAN #232 features the birth of Conan, and from there, goes on to show the early years of the character. As Mike pointed out, when CONAN #1 came out, Conan was portrayed as being about 17 years old. By the end of CONAN #232, the character is 15. The series will proceed chronologically, tracing the missing years of Conan's life, bringing him up to the point of CONAN #1, and then continuing on from there.

The original CONAN novels did not contain much information on the early years of Conan, according to Mike. "We know that he was born on a battlefield, but that's about it," Mike said. The first CONAN movie depicted Conan's early years, but Mike feels the movie "was clearly an alternate reality," because of the many inconsistencies it had with the official Conan canon. Mike noted that much has been revealed about Conan's later years, "but his early years are pretty much a blank slate."

Mike plans to show many significant moments in the life of young Conan, including his first loves, first battles, etc. Conan-creator Robert E. Howard wrote of only one battle Conan had as a teen, the Battle of Venarium. This story will be told in Mike's fourth issue (#236). Mike said he will not contradict anything that has already appeared in the Conan comic; he will instead try to embellish what has gone before.

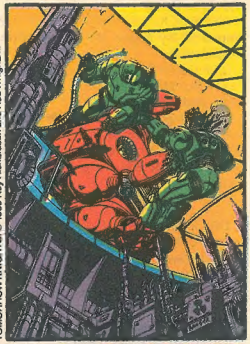
Mike said he has researched many of Robert E. Howard's concepts, and is "using them as a springboard. What we're doing is very much in the flavor of the old Conan." Mike added that he is also a great admirer of Roy Thomas's work on Conan, and hopes to stay true to the spirit of that work, as well. The artistic team for CONAN is superstar Ron (SILVER SURFER) Lim, and Dan Adkins, who was the original CONAN inker over Barry Windsor-Smith, way back when.

So if you haven't been to the Hyborian Age lately, pick up your sword, get on your horse, and give the new CONAN THE BARBARIAN a try!

Although best-known as a writer, Michael Higgins does do the occasional penciling job, as evidenced by his cover to the first issue of the new Conan, featuring a tribute to Barry Windsor-Smith's cover to CONAN THE BARBARIAN #1.

NEW! FIRST TIME IN COMIC-BOOK FORM!
CONAN
THE BARBARIAN
COMING OF CONAN!
CONAN THE BARBARIAN © 1990 Marvel Entertainment Group, Inc.

ITEM! Come with us now to the future. The year is 2012, and things are looking grim! The United States is now run by a huge corporation called the United Corporate Council. The only thing holding the country together is the UCC and their mercenary peacekeepers.



This is the world of the TOMORROW KNIGHTS, an exciting new series from Epic Comics. In 2012, the bottom line is money; there are no good guys or bad guys—only profit or loss. Cutthroat business competition has reached an all-time high, with corporations sending out their own "raiders" to do away with the competition. To prevent a corporate overthrow, UCC recruits the best and most underrated mercenary group to act as its official government peace-keeping force. This group is codenamed: the Tomorrow Knights! The chief antagonist of the Tomorrow Knights is Kevyn Kord, leader of rival corporation KevKorp. Kevyn Karr has mysterious ties to the leader of the Tomorrow Knights, John Starkweather.

Editor Marcus McLauren said TOMORROW KNIGHTS will deal with Kevyn Karr's plot for revenge on Starkweather and on Russia—the two things Karr hates most in the world. Marcus called TOMORROW KNIGHTS "science fiction based on speculative fact. It's rock-em, sock-em action balanced with interesting characters. All of the characters have really mysterious pasts, which will be revealed a little bit at a time. For instance, one of the Tomorrow Knights can be killed and brought back to life through cloning. Starkweather is an ex-CIA agent. Another one can interface with computers."

The creative team for TOMORROW KNIGHTS is Roy Richardson and Rod Whigham. But you don't have to wait till tomorrow night to start reading. You can get your copy now!

ITEM! It's not just a job—it's an adventure! That's the slogan for the US Army, but it could also apply to the new Epic

Comics series, STALKERS! The Stalkers are a franchise of the US military.

They are an anti-terrorist group that anybody can buy and run.

Just about anyone can join the Stalkers, according to editor Gregory Wright. "Some do it for the money and the benefits, some do it because they get a kick out of it," Greg said. STALKERS takes place in America, in the year 1999—"at the brink of the turn of the century," as Greg put it. (That's 13 years before TOMORROW KNIGHTS, for those of you scoring at home!)

After the first issue, each issue of STALKERS will contain two stories. The first story each issue will be by Jan Strnad and Mark Texeira, and the second story will be by Mark Verheiden and Val Mayerick. (Together, Strnad and Verheiden co-created STALKERS.)

Greg called STALKERS "a heavy-action book," adding that the team will come up against all sorts of corruption, both political and corporate. Greg stressed that the Stalkers are not your typical heroes, who perform heroic deeds with no reward. With the Stalkers, "this is their job. They're available to anybody for a price."

There will not be many recurring characters in STALKERS, although one character who will be putting in his share of appearances is Carter Teeman, who formed the Stalkers. Because the Stalkers are set up like an army unit, you don't know which characters are going to live or die. There's no guarantees anyone will survive till the end of the story.

Greg feels that STALKERS is "a pretty hip comic. It's a more adult-oriented book, although it's suitable for all ages." So what are you waiting for? This is an order, mister! Go out there and sign up for STALKERS today!

AMONG MADMEN:
TM & © 1990 Jim Starlin and Daina Graziunas.

ITEM! What would you do if your best friend tried to kill you? What would you do if you suddenly found out you couldn't trust anyone—not even your own family? That's the premise of AMONG MADMEN, the forthcoming novel by SILVER SURFER scripter Jim Starlin, written with his wife, Daina Graziunas.

AMONG MADMEN is the story of a constable in the Catskill Mountains who has two problems. One is that 50% of the people in the world have gone insane, for reasons unknown; some have become catatonic, and others have become horrible monsters called Berserkers. The second problem is that his wife, who he loves dearly, has become a Berserker, and periodically tries to kill him. The constable must try to find a way to solve these dilemmas, preferably without getting killed in the process! Jim said the idea for AMONG MADMEN came about when he and his wife started thinking about insanity. "Someone you've known for years could suddenly go crazy and be at your throat."

Jim has returned to the drawing board to contribute 50 illustrations to AMONG MADMEN, an experience he found quite different from drawing comics. "In comics, the artist is telling the entire story. It was nice to use pictures as exclamation points for a change. Each chapter heading has a drawing, and it's up to the reader to figure out why that picture is there."

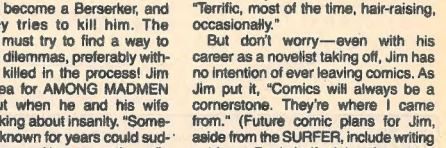
AMONG MADMEN is at the forefront of a new science fiction line being released by New American Library, called Roc-Line. Among the authors included in Roc-Line are Isaac Asimov, Arthur C. Clarke, and many others. In a unique publishing move, New American Library will release AMONG MADMEN in bookstores, and Marvel will distribute the book in comic shops.

Jim described AMONG MADMEN as being "in the science-fiction category, but only because it takes place in the future. It's as much science-fiction as Steven King's THE STAND was." Mostly, Jim said AMONG MADMEN is about "fear and uncertainty of the unknown."

Jim and Daina have several other books in the works, one dealing with female empowerment, another collecting their PAWNS novel into book form for the first time. (PAWNS was serialized as a back-up in a comic published by, as they say, another comic book company.) What's it like to write a book with your wife? Answered Jim, "Terrific, most of the time, hair-raising, occasionally."

But don't worry—even with his career as a novelist taking off, Jim has no intention of ever leaving comics. As Jim put it, "Comics will always be a cornerstone. They're where I came from." (Future comic plans for Jim, aside from the SURFER, include writing a 4-issue Bookshelf mini-series called THANOS QUEST, which Jim will be producing fully-painted covers for! Watch future issues of MARVEL AGE MAGAZINE for details!)

MARVEL® TRIVIA QUIZ



When Marvel starts a new super hero team, it's always a unique experience for long time Marvelites. You see, there's always a fascinating blend of totally new characters, and old friends who may not have been seen in years! The excitement of new mysteries meshes with the nostalgia of familiar faces, something not to be found in perhaps any other media. These deep philosophical observations are occasioned, of course, by the imminent debut of Marvel's newest super-team, the New Warriors—and while some of them, like the Night Thrasher and Speedball, have had only short careers that don't make for much trivia, the others (Firestar, Namorita, Vance Astro and Kid Nova) are time-honored participants in the merry Marvel Universe. Let's see how much you know about both the new and the old! The newest answers are to be found on page 32.

—Brian Nelson

1. Which is NOT part of the arsenal of the Night Thrasher?
A) motorized skateboard
B) acid bombs
C) tear gas pellets
D) concussion grenades

2. Speedball's nemeses included:
A) "Slasher" Saunders
B) "Jumper" Jameson
C) "Leaper" Logan
D) "Fibber" McGee

3. What professional wrestler did Vance Astro assist?
A) Ben Grimm
B) the man called X
C) Hulk Hogan
D) Hulk Hogan's sister, She-Hulk Hogan

4. Who did Nova team up with to discover the secret of the killer known as Photon?
A) the Thing
B) Spider-Man
C) Darkstar
D) Robert Stack of "Unsolved Mysteries"

5. What educational institution has had its walls graced by Firestar's presence?
A) Harvard
B) Smith College
C) Massachusetts Academy
D) Pyrotic Prep

6. Nova's foes included all except:
A) Blackout
B) Megaman
C) The Yellow Claw
D) Nebula

7. What does Speedball have in common with Captain Marvel?
A) they both like Cajun music
B) they both have a father who works as a firefighter
C) they both debuted in an AMAZING SPIDER-MAN ANNUAL
D) they both can't understand why LAVERNE AND SHIRLEY was on TV for so many years

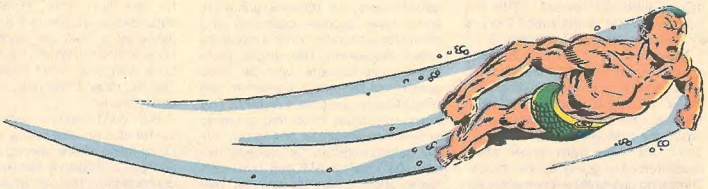
8. Firestar's first Marvel Comics appearance was in a title that only released one issue! That sole comic was called:
A) FIRESTAR
B) MARVEL FANTASY DIGEST
C) SPIDER-MAN AND HIS AMAZING FRIENDS
D) DON'T TRY THIS AT HOME

9. Namorita was for some time the ward of what long time friend of the Sub-Mariner?
A) Walter Newell
B) Betty Dean Prentiss
C) Triton
D) Tusky the Walrus

10. Vance (Marvel Boy) Astro could grow up to have what unusual problem, as seen in stories of a future self?
A) death if he takes off his costume
B) death if he falls in love
C) death if he falls asleep
D) death if he watches too many episodes of "The Bradys"

11. In Kid Nova's original series, Richard Rider's romantic interest was:
A) Ginger Jaye
B) Millie Collins
C) Lissa Russell
D) Judy Jetson

12. In Namorita's first appearance, she:
A) attacked her cousin, Namor
B) battled the legions of Attuma
C) was an object of romantic fascination for the Warlord Krang
D) declined a modeling offer for Sports Illustrated's Annual Swimsuit Issue



Pro File:

John Byrne

Writer/Artist on: NAMOR, THE SUB-MARINER, IRON MAN
Marvel freelance credits (past): MARVEL PREMIERE, IRON FIST, POWER MAN AND IRON FIST, THE CHAMPIONS, THE UNCANNY X-MEN, MARVEL TEAM-UP, AMAZING SPIDER-MAN . . . well, I've never done DOCTOR STRANGE.
Marvel freelance credits (present): NAMOR, IRON MAN
My place of birth is: Walsall, England
People who knew me in high school thought I was: Smarter
My hobbies are: Model making, collecting antiques, collecting videos, memorizing all the themes from all the incarnations of "THE BLACK ADDER."
My pet peeves are: Valiantly voyaging beyond the ken of men.
My favorite performers are: Sir Alec Guiness, Sir Laurence Olivier, assorted other peers of the realm.
The last good book I read was: *"The Best and the Brightest"* by David Halberstam.
The last good movie I saw was: *"Fearbook—The Movie"*—Whadaya mean they haven't made it yet??!?
If they were making a movie of my life, I'd like to see my part played by: John Goodman.

My oddest habit is: Trying to pick my nose with my elbow—actually—who has time for habits?
My greatest accomplishment outside the comics field is: *"Fearbook"*—My novel, which is still available for development as a major motion picture. Interested parties call 1-800-555-FEAR.
The reason I got into comics was: Well, call me a cock-eyed optimist, but it seemed like it would be *fun*.
The biggest influences on my work include: Carl Giles, Jack Kirby, Gil Kane, Joe Kubert, Dick Sprang, Stan Lee, Neal Adams, Frank Bellamy, Frank Hampson—Oh . . . *Everybody!*
The single work of which I am most proud is: The caricature accompanying this Pro-File—Oh, and maybe some of my comic stuff.
My greatest unfulfilled ambition in the comics field is: Well, I've never actually colored anything . . .
The worst part of my job is: Not being able to convince the editors my stuff is so brilliant they don't need to touch so much as a line.
When nobody's looking I like to: Work. Who can work with people watching?
The one thing I really want the world to know about me is: My novel, *"Fearbook"* is still available for development as a major motion picture. Really. Call me. Make an offer.

MARK'S REMARKS

When I was young and I first realized that one guy—Stan Lee-was writing seven or eight comic books every month, I was staggered. Who in the world could think up that many stories so quickly and regularly—two a week! I'd been writing and drawing my own comics since I could hold a crayon, and I was hard-put to come up with even one story every two months. For practice, I'd sometimes try to think up two stories a week, even if I didn't have a chance to work them all out, and whew! did they stink. I know now some of the "secrets" behind Stan's productivity, but I'm not about to reveal it here—Stan has his own column on page 15—ask him. And I myself am more prolific than some of my writing compatriots, doing two books a month in addition to my "day job." (I sometimes wonder if I'd have the ability to write four books a month if I gave up my day job as executive editor—I'm not anxious to find out.) Anyway, for me, ideas for stories come into my head as they are needed, and they are needed to the tune of two a month (actually three since I'm doing a back-up feature in one of the books I write).

Every once in a while, usually when it's late and I'm up against a deadline and can't afford any "down time," I start questioning the value and meaning of my work. Are my ideas really any good or am I fooling myself? What are my stories saying? Anything? Is writing comics truly a worthwhile pursuit for a grown man? Am I ever going to write anything groundbreaking or am I doomed to tread water in the mainstream till the end of my career? Heavy stuff to lay on one's self, huh? But if one doesn't examine one's own lifework now and then, why should anyone *else* ever bother to?

Whenever I sit down to write a story, it is my foremost intent that the story I'm about to write will be different from any other story I've written and any other comic story I've read. I've only written some 200 comics but I must have read 200,000 by now (someone please check my calculations—I could be off by a 0). While it's been said that there are maybe only seven different plots in all of literature (someone again check my calculations), there are probably fewer than that in comics literature. I mean, aren't they all some variation on "Hero meets villain, hero fights villain, hero beats villain"? So what I mean by a "different" story is one where there's something novel about it, something that's never been seen in the context of the book I'm writing. Just as an example, I recently had Captain America's long time sparring partner, Batroc the Leaper, risk his own neck to help Cap out of a predicament with a hungry shark. That bit made the story for me; I prided myself on that little tidbit of originality. But how original is it? In all the annals of comic literature, has a villain ever helped a hero before? Well, yes. Has any villain ever helped Cap before? Probably, though I can't recall who. Has Batroc ever shown his admiration for his old enemy like this? Nope and that's why I consider this bit and the story woven around it "different" from every other comic I've read. You can see by this example that when striving for something new and different in every story, one must settle for small newnesses and differences.

I try to do other things in my stories besides just making them different. I'm something of a structuralist. I try as much as possible to make all the parts of a given story have some connection to the whole. This, as you know, is not a concern of most comic writers, who have no compunctions about inserting sub-plot sequences that have absolutely no connection to the story in which they're embedded. A structuralist has a hard time putting in these foreshadowings of future storylines that have no payoff in the present. So whenever I construct a story with no structural defects, I feel like I've accomplished something. It's something I do just for me and my sense of craftsmanship. To judge by the fact that I've never received a single fan letter complimenting me on my story structure, I'd say that it's something my readers are not in the least concerned with.

There are other things I try for every time I set out to do a story that I *do* hope my readers notice and respond to. Namely, I hope that every story I do will have something in it to make the reader laugh, cry, become excited, pique his/her curiosity, be a positive human experience, or affect him/her in some way or another. I believe that much of what passes for entertainment is just contentless, emotionless, soulless pablum. I don't think *all* entertainment has to be profound (I know my stories aren't), but I expect my entertainment to have something in it so it's something more than a complete waste of time.

Writers (and artists) who don't care about the content and quality of their work are called hacks. I desperately do not want to be thought of as a hack, but in my darker hours I wonder if it's possible to become a hack without even knowing it. You think you care about your work either as much as you used to or as much as the job warrants it, but you're only deluding yourself! Here's my rationale: I must care about my work because if I didnt care I'd find a way to make producing it less painful, less stressful, less work. But what if the pain, stress, and hard work of coming up with a story is simply just the only way I know how to go about it? What if these are not indicators of my striving for "quality," but are just plain old ineptitudes? Or what if the pain, stress, and hard work I go through for every story is just not enough and I only think it is? What if the great writers go through a whole lot more of that than I do, and I'm actually just doing the amount that average hacks go through?

I have never set out to write a bad story but if you produce stories on a regular basis, some fall way short of one's personal standards. Was it that the initial idea was less than great? Sometimes. You think you've got a good kernel of an idea to construct a story around, but when you actually work it out, it turns out not to be all that hot. Frequently there's no time to scrap it altogether—particularly if the meagerness of your initial idea doesn't strike you until say part three of a three-part story. Other times, the initial idea is sound, but you just lack the time or ability or insight to work it out as well as it could have been worked out.

So here I am toiling away for over ten years now producing comic book tales, trying to make well structured, impactful stories with original flourishes, and telling myself I'm not a hack. So are my efforts worthwhile? Am I producing anything of lasting value? I sure hope so. I get a letter now and then from someone who's been hit where they live by something I've done, but I don't get them that often. Have I ever written something classic, a masterpiece of the medium? No, not yet. Have I at least done some stories that have come closer to expressing what I wanted to say about life, heroism, the human condition? At times I feel I have (write me for a free list). Sometimes I wonder if I'm capable of greatness as greatness is defined in terms of our humble medium, the illustrated sequential image with minimal prose storyform. I fear I'm not. But if I ever became dead certain that I'm incapable of greatness, I'd have to quit writing comics then and there. I make myself go on because I think somewhere in me is something good, maybe great, trying to get itself expressed.

So, he said, trying to end this depressing diatribe on an upbeat note, I'm going to keep on writing comics until I finally get it right, and maybe even a little after, to make sure that the first time I got it right wasn't just a fluke. Thanks for letting me share this dark look into one writer's soul with you. I guess writing comics is not all fun and games, huh?

—Mark Gruenwald

Interview: Fabian Nicieza

Fabian Nicieza is one busy fellow. In addition to being Marvel's Advertising Manager, he is the writer of the special bi-weekly saga beginning next month in THE AVENGERS, he is the new writer for ALPHA FLIGHT, and he's a regular scripter in AVENGERS SPOTLIGHT. And then there's his upcoming CAPTAIN AMERICA Limited Series with artist Kevin Maguire that will be appearing this summer. But what really has him excited is the new series he, penciler Mark Bagley, and inker Al Williamson are producing; the fifth title in the Heroes for the Nineties group—THE NEW WARRIORS. Fabian graciously took time out of his busy schedule to discuss with MARVEL AGE MAGAZINE some of his plans.

Who are the New Warriors?

The New Warriors are five teenagers. There is Night Thrasher, Namorita, who is the Sub-Mariner's cousin, Speedball, Firestar, Marvel Boy, who is the younger version of Vance Astro of the Guardians of the Galaxy, and there is the return of Nova, the character from the Seventies who is officially called Kid Nova though he's never referred to as that in the book unless it's Speedball making fun of him.

What causes these different teenagers to band together to form the New Warriors?

The person who starts it all going is Night Thrasher. His parents were killed when he was young. He's been trained ever since by two people, Chord and Tai, who are his legal guardians, to get revenge on the people who he's been told have murdered his parents. Night Thrasher has never questioned why, he's just been doing it. Now Chord and Tai want Night Thrasher to form a team of super heroes his own age to fight super-powered crime, and Night Thrasher is not really super-powered. Night Thrasher begins by recruiting Nova. How he finds out about Richard Rider being Nova and how Richard Rider gets the Nova powers back are part of the first three pages of the first issue. Then he recruits Marvel Boy, and last is Firestar. He believes that four members make the perfect fighting unit. It is in the New Warriors' first battle against Terrax that Namorita and Speedball become involved and as a result the team becomes six characters.

They get together for the basic reasons, to uphold justice and fight crime. But here's a twist to it. It's idealistic teenagers trying to address and solve the problems of the world. In their idealism, they're going to become a little radical, too. They will make as many mistakes as they do right and positive things. And occasionally those mistakes will get them into quite a lot of trouble with the older and established super heroes who right off the bat in issue one refer to them as "kids" and treat them as if they shouldn't be doing what they're doing. So we will see a definite generation gap between the adult super heroes and the New Warriors.

Will the idea of a generation gap between the New Warriors and adult super heroes be a recurring theme?

Well, the idea is that teenagers are very idealistic, which is good. And they believe that a lot of situations can and should be solved that adults haven't. Which is good also. It is facing the realism over how to solve the situation that makes things difficult for them. The New Warriors will learn that just because they have their powers does not give them the automatic right, responsibility, or ability to change the things that are wrong with the world. But they are going to try anyway.

THE NEW WARRIORS is a hard-line, hard-edged book. The characters carry a certain amount of antagonism or anger toward the way the world is right now. Maybe that's a reflection of my views, but I also think it's an accurate reflection of how many of today's teenagers feel. They've tone through the decade of the '80's growing up with the thought planted in their minds that everything's rosy and they're now discovering that everything is not okay and is not rosy. So quite possibly if the activism of the '60's reemerges it will be today's teenagers who will be at the forefront of that. And I want THE NEW WARRIORS to be a forerunner of that. This doesn't of course exclude exciting stories with a lot of action, a lot of adventure, a lot of humor, and great character, but it does give the book an underlying current.

Which of the older super heroes will be appearing in THE NEW WARRIORS?

Captain America, She-Hulk, and Quasar have guest-cameos in issue #1. It starts off because Marvel Boy wants to join the Avengers. But Captain America tells him that he's too young and that he needs more training. So Marvel Boy goes off all dejected. That's how he gets recruited by Night Thrasher. then when the New Warriors fight and defeat Terrax, the Avengers arrive after the battle is over and take over the situation. And Speedball tosses off a line, "Oh sure, you can hog all the glory and the fame while we do all the hard work." So it is there that we will begin to see the generation gap between the adult super heroes and the New Warriors.

What other guest stars will be appearing in the series?

We have a variety of new villains and some returning villains coming in. Issue #2 features two new characters called Midnight's Fire and Silhouette. They are brother and sister and they had some recent history with Night Thrasher which causes Midnight's Fire to want revenge on Night Thrasher. That situation will be something that will develop over the course of several issues because Night Thrasner and Silhouette had at one time been romantically linked. Ultimately we will learn the true origin of Night Thrasher and why Chord and Tai have wanted him to do what he's been doing.

Issue #3 has my favorite super-villain, the Mad Thinker. And it features the return of the android called Primus. Basically the Thinker is hired to get as much information as he can on the New Warriors because a genetic research firm would like to manipulate these heroes for its own purposes. But it needs information about the New Warriors before it can proceed. So the Thinker is hired to do that. And he uses Primus to help him. The third issue is a character-related story because it is there that we find out more about the personal lives of the individual New Warriors.

Issue #4 features a brand new super-villain team called Psionex. They are five new characters who are all rather quirky.

Issue #5 and #6 is a two-part story with a revamped, revised, and all new version of a villain called Star Thief. His basic aim is to stop mankind's space exploration. He considers it a complete waste of money that could be put to much better use on the planet itself. That adventure will end up with some of the New Warriors on the moon where they will run into the Inhumans.

The Punisher will be guest-starring in issues #7 and #8. That will involve Night Thrasher while the rest of the team is dealing with other things.

The Hellions and the White Queen will be featured in issues #9 and #10. And we are working right now with a GUARDIANS OF THE GALAXY cross-over that would happen around issues #11 and #12 and continue for four issues. Jim Valentino, the writer of THE GUARDIANS OF THE GALAXY, and I would like to settle some of the questions surrounding Vance Astro. And these adventures will do that.

Will THE NEW WARRIORS be involved with other events in the Marvel Universe?

THE NEW WARRIORS is grounded very firmly in the Marvel Universe. Whenever something interesting is occurring or a situation is occurring that would require multi-book attention, then the New Warriors will be there. I have some guest-stars, but I'm letting the team develop as a team first. I would like them to learn a little more about each other before we see them against the X-Men or Dr. Doom, for instance.

One thing that will happen is a storyline in which something that the New Warriors do demands the attention of the Avengers. And it almost becomes the Avengers' responsibility to put down the New Warriors because they've screwed up so badly—according to the establishment, anyway. The New Warriors, on the other hand, believe that what they've done is right.

Tell us about Mark Bagley's artwork.

What will help make THE NEW WARRIORS as exciting as I think it is is Mark's incredible artwork. He's taken the level of his penciling up two or three notches, and will surprise many people. He's done excellent characterization, clean storytelling, and some of the most dynamic action scenes in any Marvel comic.

—Dwight Jon Zimmerman

Well over a decade before Robocop first appeared on movie screens, Marvel introduced our own cyborg warrior, Deathlok. Half man, half machine, Deathlok stalked the ravaged post-war world of an alternate future. Now a new version of this cyborg creation appears in present day Earth in DEATHLOK, a new four-issue Bookshelf Edition limited series, written by Gregory Wright and Dwayne McDuffie. The first two issues are drawn by Jackson Guice and inked by Scott Williams. The final two issues will be drawn by Denys Cowan. (The inker has yet to be chosen). Gregory Wright will handle the coloring, and the series is edited by Bob Budiansky.

In part Deathlok owes his return to the pages of Marvel Comics to the success of Robocop. "Back when the movie came out, there was interest in doing a ROBOCOP comic," recalls Gregory Wright. "I called Dwayne and asked him if he was interested in getting together with me and doing a proposal for it. This was about two years ago. We submitted it, and nothing ever happened with it at all. We sort of forgot about it. Time went by, and they were interested in bringing DEATHLOK back. At that point Dwayne came in and asked why don't we just rework some of the ideas we had had for ROBOCOP for DEATHLOK? That's what we started with, but what we ended up with had nothing to do with ROBOCOP or any of the ideas we had had."

Both Greg and Dwayne greatly admire the original DEATHLOK series. "I loved that stuff." Dwayne says. "It was my favorite comic when it was out." But it was decided not to bring back the original Deathlok. Reality had caught up with Deathlok's future, for one thing. Dwayne notes, "Deathlok was created, I think, last year, according to that timeline. So it's gotten a little tricky."

"Marvel wanted Deathlok in the current Marvel Universe," Dwayne explains. "They thought he'd be more commercial that way. In this way, new readers would not have to catch up with the original Deathlok's rather tangled continuity. Moreover, a Deathlok existing in the present could interact with most other Marvel characters.

But Marvel does not make a practice of consigning its classic stories of years past to oblivion, and Greg and Dwayne have worked out a connection between the old and new Deathloks, although they do not intend to deal with it in the new stories so far. In past stories the original Deathlok traveled back in time and fell into the hands of the corrupt corporation, Roxxon. In the new series it is Cybertech, a division of Roxxon, that creates the new Deathlok, based on what their scientists learned by examining the original version. "If you're a continuity buff and you look it all up, it fits," Greg states. "If you don't know any of it, you won't need to know it at all."

And yet another reason for setting the new DEATHLOK series in the present was in order to comment on contemporary forms of evil, such as those embodied by the amoral businessmen of Roxxon. "Before, it was set in a very unpleasant dystopia — I suppose, as opposed to a pleasant dystopia," laughs Dwayne. "To have the same sort of corporate evil taking place in the present gives a little stronger message, I think."

Actually, there are two new Deathloks, not one. "He starts out being a soldier named John Kelly," Greg reveals. Kelly first appears not in the DEATHLOK series itself, but in a preview story that Greg and Dwayne wrote for MARVEL COMICS PRESENTS. Deathlok, Greg states, is "basically a military weapon. He's the ultimate war machine, as Harlan Ryker says." (Ryker is the main villain of the new series, and is a relative of the original Deathlok's archfoe, Simon Ryker.) So Ryker obtained a volunteer, Kelly, a military man, to be turned into the new Deathlok. As in the original series, Deathlok has two brains: a human one and a computer. But Kelly took control of

Deathlok's operations, "and," Greg says, "the computer didn't like it." So the computer solves the "organic software problem" by killing Kelly. "It didn't occur to them that the brain and the computer would be incompatible," Greg says.

The DEATHLOK Bookshelf series picks up from there. "The first issue opens up with basically a useless piece of machinery hanging in the laboratory," Greg explains. "They need to find a brain to put into Deathlok to make it operational again. And they don't have one. They need it now, and they need it quick, because they have to test Deathlok now. They have people who want to lease it."

"Our idea was to take somebody who is probably one of the most unlikely people not only to be a hero but also to be Deathlok," asserts Greg. "The man's name is Michael Collins, and he's one of the computer programmers who program the robotics systems. He doesn't realize he's working on a weapon."

"He thinks he's working on prosthetic limb research," Dwayne explains. "His programs show a machine designed to mimic human motion. When he discovers by accident his work is being used for a weapon, he's outraged, and he goes and tells his boss, 'These guys are doing evil stuff with our work.' His boss, Harlan Ryker, knows it already. They don't want the information to get out, so they kill him. Then it occurs to somebody, 'Oh, wait, here's a break.' So Ryker uses Collins's brain for Deathlok. And Ryker thinks that the computer, not Collins's brain, will be in control of Deathlok.

"Since the computer screwed up the first time, "Dwayne explains," this time the computer is going to run programs and the brain is for information storage. According to us, you can store a lot more in a human brain than you could in a bank of computers.

"They use this guy's brain," Dwayne continues, "but he's awake in there. So he has this terrifying feeling of being trapped in a runaway tank, watching it knock people off and not being able to deal with it."

"They had no idea that he would be awake," Greg adds, "and they've disconnected the function that would enable the computer to kill the brain," as it did with Kelly.

"The thing that makes this Deathlok a lot different from the original Deathlok," Greg declares, "and especially different from Kelly, is that this guy is not a soldier. He's a pacifist and abhors violence. So when he's awakened in this machine, he's watching the most horrifying thing happening to him that he could imagine. He wakes up right in the middle of watching himself blasting people to pieces with this high powered plasma gun. You wonder if he's going to go crazy. I guess it would be like waking up in the morning and being somebody else."

"He, of course, gains control of the machine," Dwayne says. "He knows his life is ruined, but being someone who doesn't believe in large-scale military weapons, he decides to use this bad fix he's found himself in, and to turn lemons into lemonade." In other words, this pacifist decides to turn his new power against Roxxon itself, and destroy their other war machines. "He doesn't want Roxxon to get their hands on him because he's a deadly weapon that they obviously intend to use," Dwayne points out. Moreover, Roxxon has a lot of other dangerous weaponry that he wants to stop them from using. "So now that he can drive the tank," Dwayne says, "he's going back to the tank factory."

But is Collins trapped inside a cyborg body forever? Perhaps not. "There is a possible way of getting un-Deathlroked," Dwayne reveals. "By the end of the series, you and Deathlok will know how, and you'll also know what the cost of being human is."

"We came up with a villain for issue #2," Greg says. "His name is Mainframe, and he's not a cyborg." Instead, Dwayne continues, "he's a human who has a mechanical implant. Basically, he has a universal jack in his head. He can plug into any kind of machine and speak its language, override it," and thereby take control of it.

Two other Marvel Universe characters turn up in the DEATHLOK limited series, one of them very familiar, and the other not so familiar, at least not out of costume. The familiar one is Nick Fury, who makes several brief appearances in the series. The other guest star is Shiro Yoshida, who appears in the concluding issue, and Greg and Dwayne don't want us to tell you yet who he is if you don't already know. The fourth issue takes Deathlok to Japan, and there, Dwayne says, "we find out Harlan Ryker is dealing with a Japanese patriot, Shiro Yoshida, who wants to give Japan its own standing army again, and tends to want to force the issue by giving them an enormous amount of weapons." But, Greg adds, "there's somebody controlling Yoshida who wants this army for a sinister reason."

"The art on this is really fabulous looking stuff." enthuses Greg. "I think it's Jackson Guice's best work. Scott Williams's inks are very crisp, very 90's looking. And I'm real excited about working with Denys."

Naturally, Greg and Dwayne hope that their DEATHLOK limited series is successful enough to warrant the start of a new regular series for the new Deathlok. "We have two years of continuity already planned that we can start on," Greg reveals, including a number of tie-ins with other Marvel Universe characters.

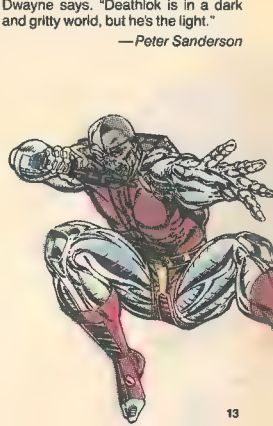
"If you like the Punisher, you're probably going to like this book," Greg promises. But despite the intense level of action and violence in DEATHLOK, Michael Collins is a very different person from the Punisher. "I don't think that Deathlok should ever physically harm human beings," Dwayne maintains. He's managed to avoid it for three issues. This is something that is important to me. I think there are too many 'Grim and Gritty' heroes out there. "I really want Deathlok to be a humanistic character with strong values. There are people in the real world, like firemen, who risk their lives when they don't have to. Deathlok is a super hero: he rescues people and he beats up the bad guys. But he's not going to blow somebody away just because it's convenient.

"There are two ways to do things," Dwayne comments. "There's the extremely difficult way that involves self-sacrifice, and there's shooting guys in the kneecaps and running by. He's not going to shoot guys in the kneecaps. It's going to make his life more difficult. He's physically extremely powerful, which gives him the opportunity to make these choices maybe a little bit easier than other people. But he's not going to take the easy way out.

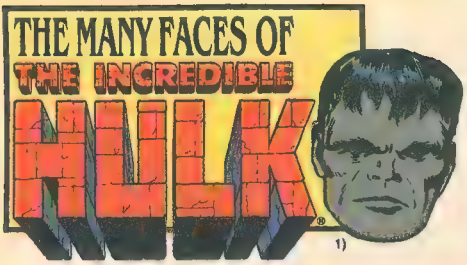
"Younger readers can read this book and get a lot out of it, because Michael Collins is a positive role model," asserts Greg. "He's got values. He's a good father, he's a good husband, and he's a good worker." When he becomes Deathlok, Collins appears to have lost everything: the people he loves, and even his very humanity. But then he reaches within himself and finds he still has a set of moral values that sustains him. "That's the whole point of the first issue," declares Greg. "Everything is gone, but there's still something left, you can find it, and once you do, you can feel good about yourself again."

"There are dark and gritty heroes, and there are dark and gritty worlds," Dwayne says. "Deathlok is in a dark and gritty world, but he's the light."

—Peter Sanderson



THE MANY FACES OF THE INCREDIBLE HULK



This month we showcase the pencilers and inkers who have graced the pages of the INCREDIBLE HULK over the years. It seems that just about every Marvel artist has taken a crack at the Hulk at one time or another. And virtually every artist who draws our green-(or gray-)skinned Goliath brings his or her own personal touch to the character. In order to make room for as many different artistic interpretations of the Hulk as possible, we'll forego our usual comments and just note which artists drew what. Honorable mention should go to "Hulkin'" Herb Trimpe, who had a truly incredible run of nearly 80 consecutive issues of the HULK (issues #112–192). So without any further ado, a-Hulking we will go!

1) Jack Kirby
2) Marie Severin/ Frank Giacoia
3) Jack Kirby/ Bill Everett
4) Steve Ditko
5) Sal Buscema
6) Herb Trimpe/ Jack Abel
7) Gil Kane
8) Rich Buckler/ John Romita
9) Ernie Chan
10) John Byrne/ Bob Layton
11) Al Milgrom
12) Mike Mignola
13) Todd McFarlane
14) Jeff Purves
15) Dale Keown

Hi, Heroes,

It'll be hard for you to believe this, but I actually had an argument with someone today! Now, I know you're mumbling to yourselves, "Who would ever argue with a wonderful, easy-going guy like good ol' Stan?" Let me tell you how it happened . . .

The phone rang! It was Slim-Jim Salicrup, the estimable editor and high muckamuck of MARVEL AGE MAGAZINE, telling me that my next Soapbox column was due. "Okay," sez I, in my usual lighthearted and lovable manner, "I'll bat it out right away. Maybe I'll create another poem in praise of practically anything, or perhaps a scholarly dissertation on the care and feeding of unemployed super hero supporting characters."

And then it happened!

"Not so!" sayeth ye editor! "I think you ought to tell the breathless hordes of Marveldom Assembled what's happening with our far-flung movie and TV projects!"

And that's when it all hit the fan!

"No! No!" I implored. "Don't make me do that again! Ask me to write anything but that! Everything keeps changing so fast out here in Hollywood that, no matter what I write, no matter how accurate it is when I write it, it all gets switched around and becomes out-of-date by the time the Soapbox is printed!"

But you know how editors are! As rigid and unyielding as the word of Odin! "It matters not how accurate thy words may be," intoned the suddenly stern and savage Salicrup. "My infallible editorial instinct tells me that Marvel's impassioned bevy of True Believers is hungering for news from the motion picture capital of the world." And then his eyes became cold and merciless, twin beacons of flaming fury as he added, "write what I tell you, or forevermore this'll be "Salicrup's Soapbox!"

So, to spare you from a fate such as that, I took my foot off Slim-Jim's air hose and acquiesced. After all, rather lose an argument than a column, sayeth Stan Lee! And now, having cautioned you that all these items are subject to change, here's the latest skinny . . .

FANTASTIC FOUR. Will be produced by the people who brought you "The Neverending Story" and "The Name of the Rose" right after they release their next film, "Last Exit to Brooklyn."

SPIDER-MAN. The producers and Marvel have finally agreed on a story line and the screenplay is being written now. If all goes well we hope to have it on the screen by the middle or end of 1991!

CAPTAIN AMERICA. It's finished at last! This column is being written on February 7th. I'm going to a private screening of C.A. on February 19th. Originally, it was supposed to hit the theaters in April, but 21st Century Films may delay the opening in order to have more time to advertise and promote. But you'll be able to see it before the end of this year or my name isn't—eh, isn't—well, you know what I mean!

IRON MAN. We're in discussions with Universal Studios to produce ol' Shellhead's first major feature, and wouldja believe the screenplay is being written right now!

THE MIGHTY THOR. Thor's looking hotter every minute. A spectacular script is now being written and there are three major studios who've expressed great interest in this feature which will be one of the most unique films ever to hit the screen!

X-MEN. Instead of doing an X-Men movie, we've decided to do a Wolverine feature first. This will serve as a prequel to the next picture which, of course, will be The X-Men! More about this wild and wacky wonderment in future columns.

DR. STRANGE. We're talking to Francis Ford Coppola about producing this one! He loves the character! 'Nuff said!

GHOST RIDER. In the capable hands of New Line Cinema, who gave us "Nightmare on Elm Street"! It'll be a blast!

I'm starting to run out of room, so I'll just mention that the following projects are also in the works: HEROES FOR HIRE, ANT-MAN, SUB-MARINER and NICK FURY, AGENT OF SHIELD. That's right, frantic one, they'll be heading your way on the big screen within the next couple of years, even if I haveta play all the roles myself! (Can't wait till they start auditioning for J. Jonah Jameson! Hey, I've already bought the cigar!)

Whoa, before I forget, here's another exciting bombshell! Everybody's favorite lean, mean, green excitement machine, the sensational SHE-HULK, is being developed as a prime time five-action feature for ABC-TV. I'll clue you in about her, too, as more info comes down the line. This one's so wild you'll have to see it to believe it!

Naturally, we've a few additional surprises in the maniacal Marvel hopper, but we've gotta save something for next time, right? Anyway, barring any future changes, that's what's goin' down out here in the hallowed halls of Marvel West—just in case you thought we were all asleep at the switch!

And now, to keep you busy till that glorious moment when we meet again, here's a brightly burning question for the frenetic philosophers among you: "Quis custodiet ipsos custodes?" But don't all answer at once!

Excelsior!

Stan Lee

P.S.: I forgot to mention that one of my favorite new characters, the high-flyin' Solar Man, goes on sale April 17th. Grab a copy and you'll see why the adventures of a thirteen-year-old super hero knock me out! Of course, the fact that I wrote it might influence my judgment!

WILLIE LUMPKIN

STAN AND DAN'S CLASSIC COMIC STRIP FROM THE FABULOUS FIFTIES

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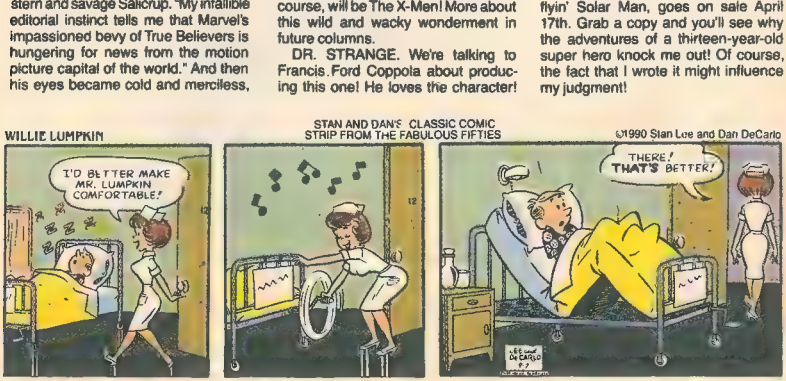

BLUE BLAZES!! I'M BACK!!
--LIKE DIAMONDHEAD, AS COAL-HEARTED A FELON AS YOU'RE LIKELY TO FIND...
...MEGAMAN, THE CROOK WITH THE MEGA-FACE...
...The CONDOR, A WINGED MUTANT WHO WAS STRICTLY FOR THE BIRDS..
...THE NEFARIOUS BLACKOUT, WHOSE POWERFUL BLACK LIGHT BEAM WAS MORE DEVASTATING THAN A DOZEN CASES OF JIM BEAM...
YUP, DIRECT FROM MARVEL COMICS LIMBO, IT'S ME, RICHARD RIDER! WAY BACK IN 1976, I BEGAN WEARING THE BLUE AND GOLD ARMOR OF A XANDARIAN WARRIOR FOR A 25 ISSUE RUN OF MY VERY OWN MAGAZINE ENTITLED The MAN CALLED NOVA!
NOW RESPLENDANT IN A MODIFIED UNIFORM, I'M JUST TICKLED RED AND GOLD TO BE A CHARTER MEMBER OF THE LATEST, AND (I'M CERTAIN) THE GREATEST SUPER TEAM OF THEM ALL, The NEW WARRIORS!
THE MAN CALLED
ONLY NOWADAYS, The MAN CALLED NOVA IS KNOWN AS KID NOVA.
HEY, WHAT CAN I SAY? I'M JUST GLAD TO BE BACK.
IT'S BEEN QUITE A SPELL SINCE A MORTALLY WOUNDED XANDARIAN CENTURION NAMED RHOMANN DEY (WHO SURELY WASN'T BUILT IN ONE) TRANSFERRED HIS POWERS AND ABILITIES FROM HIS ORBITING SPACESHIP DOWN TO THE EARTH BELOW, STRIKING YOURS TRULY AT RANDOM!
IT CAME TO ME IN A DREAM: RHOMANN DEY HAD JUST A FEW MESSES TO BE CLEANED UP, AND I WAS ELECTED TO DO THE DIRTY WORK. FIRST ORDER OF BUSINESS-- CONQUER ZORR THE CONQUEROR.
PIECE OF CAKE. IT DIDN'T TAKE ME LONG TO GET THE HANG OF BEING A SUPER GUY. WHY, IN NO TIME AT ALL, I DEVELOPED MY OWN LITTLE EXCLUSIVE ROGUE'S GALLERY! THEY MAY NOT HAVE BEEN DR. DOOM, BUT THESE CREEPS SURE WEREN'T PUSHOVERS--
I HADN'T EXPERIENCED THAT SORT OF EXCITEMENT AT UNCLE FUDGE'S ICE CREAM PARLOR SINCE THE FIRST TIME MY GIRLFRIEND, GINGER JAYE, PUT TWO STRAWS IN ONE MILKSHAKE--
--EVEN THOUGH IT FELT MORE LIKE BEING BUSHWACKED BY MY LEAST FAVORITE CLASSMATE AT HARRY S. TRUMAN HIGH, SURLY MIKE BURLEY!

...AND, OF COURSE, MY ARCH FOE, The SPHINX!!
...AND, OF COURSE, OPERATING IN THE MARVEL UNIVERSE, IT DOESN'T TAKE AN ACT OF CONGRESS (OR VENGEANCE) TO FACE OFF WITH SOMEONE BUSE'S SUPER PROBLEM. I DUG IN--REAL, REAL DEEP--TO BURY TYRANNUS; I FACED THE PERIL OF THE YELLOW CLAW AND MADE HIM CRY U.N.C.L.E.; TOOK TO THE STARS TO ECLIPSE THE MENACE OF DR. SUN, THE LIVING BRAIN; AND The SANDMAN, WELL, LEMME TELL YA--FIGHTING THAT GUY WAS NO DAY AT THE BEACH!!
THERE'S NOT ENOUGH ROOM HERE TO DO THIS KNUCKLEHEAD JUSTICE, EXCEPT TO SUM IT UP THUSLY: IN MY OPINION, THE SPHINX STINKS! A MYSTERY FOR THE AGES IT AIN'T!..
BUT I HAD FRIENDS, TOO. GUYS LIKE The COMET, HIS LATE SON, CRIME-BUSTER, THE AWKWARDIACTIC XANDARIAN, POWER-HOUSE, AND A COUPLE OF FOLKS YOU MIGHT ALREADY BE FAMILIAR WITH: The AMAZING SPIDER-MAN, S.H.I.E.L.D. DIRECTOR NICK FURY, AND The MIGHTY THOR. A SWELL BUNCH OF FELLOWS.
SHORTLY BEFORE I WENT INTO SPACE FOR OVER A YEAR TO HELP THE XANDARIANS FIGHT A COSMIC WAR, I MADE ONE OF MY MOST MOMENTOUS DECISIONS WHEN I REVEALED MY DOUBLE LIFE TO MOM AND DAD RIDER, AS WELL AS YOUNGER BROTHER ROBERT AND HIS ROBOT, SHERLOCK (HEY, I NEVER SAID WE WERE The CLEAVERS, Y'KNOW? OR The SEAVERS, FOR THAT MATTER...
NOVA™ RETURNS!
NEXT THING YOU KNOW, MY BOOK WAS CANCELLED, SO MY STORY CONCLUDED IN THE PAGES OF BOTH The FANTASTIC FOUR AND SDM. GIVEN THE OPPORTUNITY TO RETURN TO EARTH IF I'D RELINQUISH MY POWERS, I RELUCTANTLY DID SO, RETURNING AS NORMAL(?) RICHARD RIDER! BUT--BLUE BLAZES, AS YOU CAN SEE, I'M SUPER AGAIN!! HOW? WHY? HEY, I CAN'T TELL YOU EVERYTHING HERE! WHY NOT PICK UP A FEW ISSUES OF The NEW WARRIORS? AND TELL 'EM KID NOVA SENT YA!
LOW IN CHOLESTEROL! HIGH IN HUMOR! IT'S Hembeckspread!!

WE'RE LOOKING FOR A FEW GOOD MEMENTOS

Like a Spider-Man Mego doll. A vintage Hulk model kit. A Captain America Sentinels of Liberty pin. If you collect Marvel memorabilia, we'd really appreciate your help.

We are currently preparing a book entitled *The Story of Marvel: 50 Fabulous Years of the World's Greatest Comics*, a complete history of Marvel Comics. It is being written by Les Daniel with an introduction by Stan Lee and will be published in the Fall of 1991 by Simon and Schuster.

In the book we plan to feature photos of rare and interesting Marvel memorabilia. If you have any items that might be appropriate, please send us a *clear, close-up* photograph of them. (All pieces chosen for publication will ultimately be shot by a professional photographer and the owner's name will be included in the pages of this definitive chronicle.)

This is your chance to become part of Marvel history. So don't wait! Send us a picture of your Marvel memorabilia today. Your Marvel mementos might be just what we're looking for!

Send all photographs to:
Marvel Memorabilia
387 Park Avenue South
New York, New York 10016

Be sure to include your name, address and phone number!
Submissions due by July 1, 1990.

P.S.
We're also looking for vintage photographs of Marvel creators. If you have any, send clear xeroxed copies to the same address.

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HEROES FOR THE '90's "SAY WHAT?!" SWEEPSTAKES

In 1989, we launched six new series in the first six months of the year. Those titles turned out to be so successful that in 1990, we decided to do it again! So in the first six months of 1990, you can look forward to six new titanic titles from the House of Ideas!

And what, you may ask, will the new titles be? (Go ahead, ask! We won't bite.) Calm thyself, Frantic One, and all will be revealed. First up is that cyborg cop of tomorrow—ROBOCOP. Next is the return of the Avenging Son, NAMOR, the Sub-Mariner. After that the supernatural cyclist, GHOST RIDER, zooms back onto the scene. Following that are those futuristic defenders of freedom, the GUARDIANS OF THE GALAXY. Next come the hottest new heroes in town, THE NEW WARRIORS. And finally we have everybody's friendly neighborhood wall-crawler, SPIDER-MAN!

But you know Mighty Marvel—we couldn't just launch these six great titles without doing something extra special. Since nobody loves a good time more than we do, we've decided to offer a special sweepstakes to welcome these new books into the Marvel Universe.

We call it the "Say What?!" Sweepstakes. And here's how it works. Your participating comics shop will be displaying a series of lobby cards over the next six months. Each lobby card contains a page of artwork from one of our six new series for 1990. But the page will have only pictures—no words!

That's where you come in! When your store hands out the bag-stuffer entry form for that title, you can enter the sweepstakes by filling in the missing dialogue and placing your entry in the store-supplied entry box. At last—your chance to put words in the mouths of your favorite Marvel heroes!

You can enter once per title! That gives you six chances of winning in your store! Who else but Mighty Marvel would give you six different ways to win?

But if you think the sweepstakes is neat, wait till you hear about the prizes! Six lucky participants have the chance to win the following:

–Autographed copies of all six premiere issues of the Heroes for the '90's titles!

–Winners will be announced at the start of the Mutant Wars in X-MEN #271, and then you'll be featured in a MARVEL AGE MAGAZINE interview! (Surely the highest honor a Marvelite can receive!)

–And best of all is the grand prize—a free dinner with the creative team of one of the Heroes of the 90's titles!! The six creative teams will be flown out to the six winning shops for a store appearance, followed by dinner with the winning entry.

Participating creators include Todd McFarlane, Alan Grant, Lee Sullivan, John Byrne, Howard Mackie, Javier Saltares, Jim Valentino, Fabian Nicieza, and Mark Bagley.

Remember, six potential winners will be chosen at random from six different comic shops in the U.S., U.K., and Canada. There will be one winning entry for each title, so not only do you get a chance to win, but your comic shop does, too!

It looks like Marvel is getting the 90's off to a great start. Six new titles. Six ways to win. Face it, True Believers, either way you can't lose!

SO LOOK FOR THE NEXT LOBBY CARD—THE NEW WARRIORS—FOLLOWED BY ONE MORE EXCITING CHANCE TO ENTER THE MARVEL HEROES FOR THE '90's "SAY WHAT?!" SWEEPSTAKES!!

OFFICIAL RULES—NO PURCHASE NECESSARY

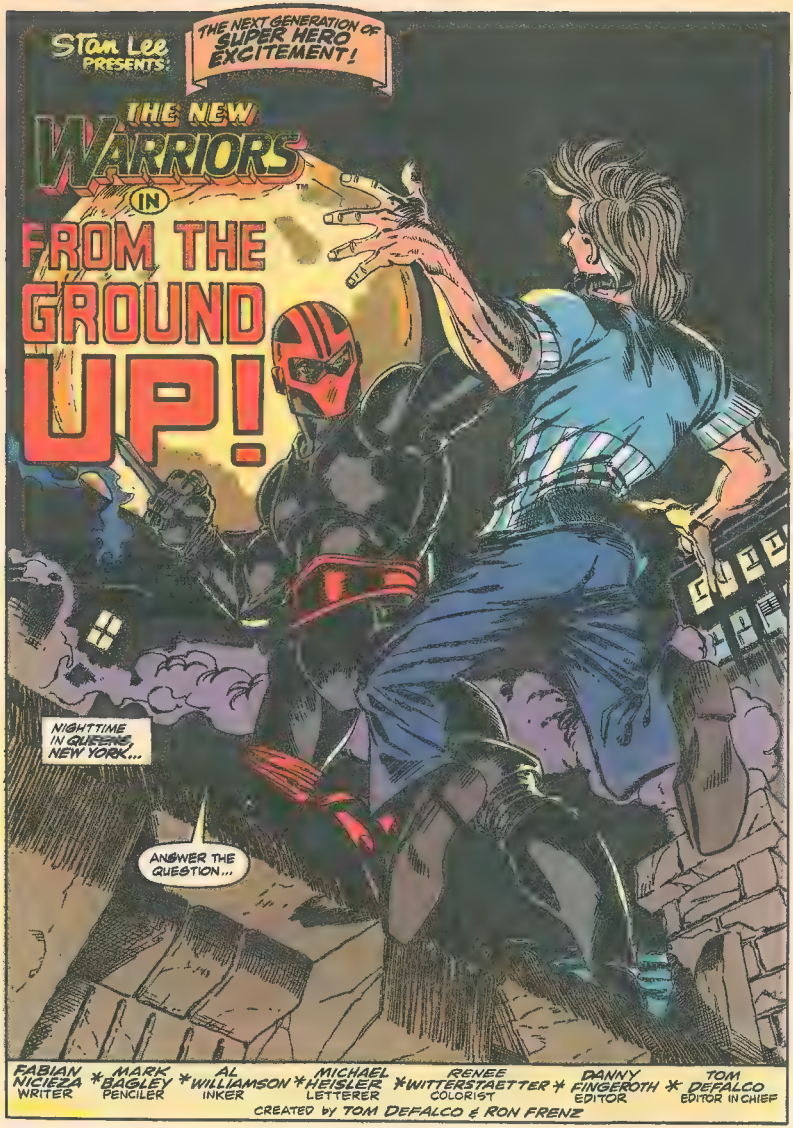
1. To enter the Heroes for the 90's Say What Sweepstakes, hand-print your name, address and age (if under 18, indicate parent or legal guardian's name) on the official entry form and place your entry in the receptacle provided by your participating comic book specialty shop or hand-print your name, address, entry captions, title of series and the words, Heroes for the 90's Say What Sweepstakes on a plain 3" x 5" piece of paper and mail to your participating comic book specialty shop. Each entry must be sent separately. All entries must be received by the date determined by your participating store. 2. Winners will be determined by random drawing from among all entries received. Winners will be notified by mail. Odds of winning depend on number of entries received. 3. Only one prize to individual or household. Prizes are non-transferable, substitution of prizes not permitted; no cash in lieu of prizes. Any prize won by a minor will be awarded in the name of the parent or legal guardian. 4. Marvel Entertainment Group, Inc., its parent, their affiliates and subsidiaries make no warranties, express or implied as to any matter whatsoever concerning the prizes, including, without limitation, the implied warranties of merchantability or fitness for a particular purpose. 5. Marvel Entertainment Group, Inc., its parent, their directors, offices, employees and agents shall have no responsibility for any damage, direct or otherwise, with respect to, or arising from any prize and shall bear no responsibility for any prize stolen or lost after awarded. 6. For a list of winners, mail request to: Fabian Nicieza, Marvel Entertainment Group, 387 Park Avenue South, New York, N.Y 10016. No responsibility for lost or misdirected mail. Mutilated or illegible entries will be disqualified. 7. Sweepstakes open to all residents of the United States, Canada, and the United Kingdom. Employees, IRS-listed dependents and immediate family members of Marvel Entertainment Group, Inc., its affiliates, subsidiaries, and participating comic book shops are not eligible. 8. Void where prohibited by law. All Federal, State, and local laws of the U.S. and all laws of Canada and the U.K. apply. All taxes are sole responsibility of individual winners. By entry into Sweepstakes, winners consent to full commercial use of their names and photographs without further compensation. Winners will be required to execute an affidavit of eligibility and release. 9. Prize description. Six winners will receive autographed copies of all six premiere issues of the Heroes for the 90's comic books, inclusion of the winners in an X-MEN letter column and a MARVEL AGE MAGAZINE article and dinner with the creative team, from one of the six Heroes for the 90's titles. Retail price for the comics awarded totals $7 50.

NEW WARRIORS INTRODUCTION

NOVA™—the human rocket. FIRESTAR—mutant mistress of flame. NIGHT THRASHER—grim avenger of evil. MARVEL BOY—young telepath and future Guardian of the Galaxy. NAMORITA—mutant Atlantean possessing all the abilities of her cousin, the Sub-Mariner. And SPEEDBALL—bouncing bundle of fun.

Together they are the NEW WARRIORS. Although they are young and still have a lot to learn, they are tough, and willing to do whatever it takes to prove themselves. They are the new breed of heroes. They are the heroes who will grow up to become tomorrow's super-stars

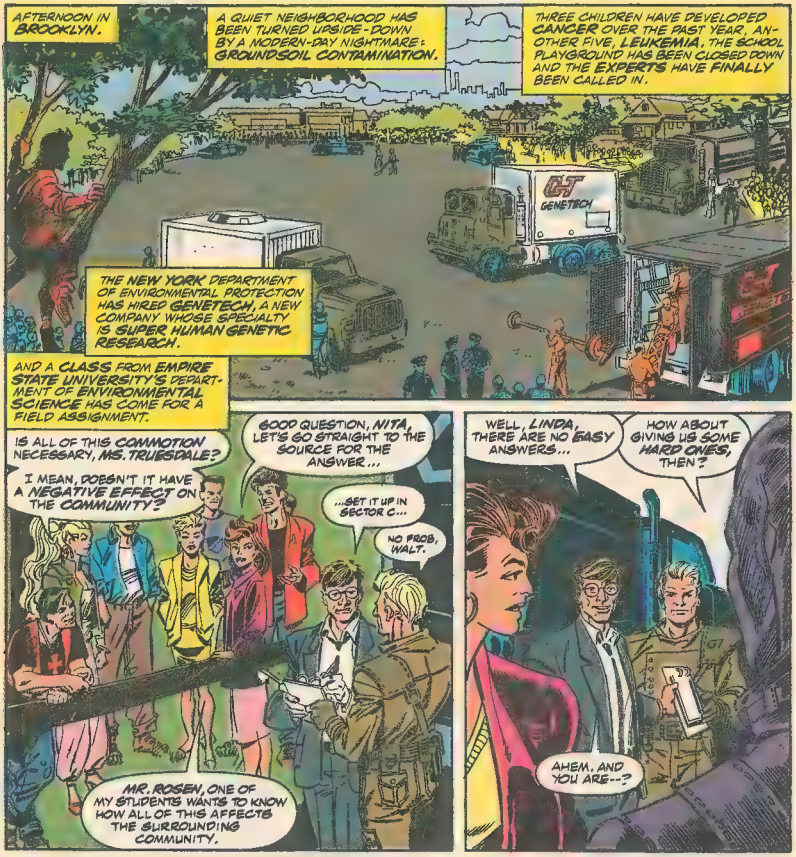
The next generation of super heroes has begun!


STAN LEE PRESENTS:
THE NEXT GENERATION OF SUPER HERO EXCITEMENT!
THE NEW WARRIORS™
IN
FROM THE GROUND UP!
NIGHTTIME IN QUEENS, NEW YORK...
ANSWER THE QUESTION...
FABIAN NICIEZA WRITER * MARK BAGLEY PENCILER * AL WILLIAMSON INKER * MICHAEL HEISLER LETTERER * RENEE WITTERSTAETTER COLORIST * DANNY FINGEROTH EDITOR * TOM DEFALCO EDITOR IN CHIEF
CREATED by TOM DEFALCO & RON FRENZ

...ARE YOU OR AREN'T YOU RICHARD RIDER?
YEAH--
:NFFGH:
--YEAH!
THANKS.
YAAAAAAAA
OHMANOHMANOHMAN
EEEK
OH, MAN! OH, MAN!!
OH MAN
OH MAN
OH MAN
I CAN FLY AGAIN!!
YOU KNEW I USED T'BE NOVA?
BUT HOW'D'JOU KNOW I STILL HAD MY POWERS IN ME?
I DION'T.

YOU WHAT?
YOU COULDA KILLED ME!!
MAYBE.
BUT I DIDN'T...
...I ONLY GAVE YOU BACK THE ONE THING YOU WANTED MORE THAN ANYTHING ELSE IN THE WORLD.
NOW I WANT SOMETHING FROM YOU...
MORNING IN MANHATTAN.
EVEN FOR THE MOST JADED OF NEW YORKERS, THE SIGHTS WHICH ARE USUALLY SEEN IN FRONT OF AVENGERS MANSION CAN BOGGLE THE MIND.
MAYBE THIS ONE ONLY REGISTERS HALFWAY ON THE "BOGGLE SCALE."
FUNKY TIGHTS. WHO'RE YOU?
YOU CAN CALL ME MARVEL BOY!
NOT YET, FRIEND, BUT GIVE ME HALF AN HOUR!
ANYTHIN' YOU SAY. YOU AN AVENGER OR SOMETHIN'?
BETTER NOT LET MYSELF GET TOO COCKY...
SECURITY SYSTEMS?!
ALL RIGHT!!
SHIK
SHIK
SHIK
SHIK
ONCE THE AVENGERS SEE MY TELEKINETIC POWERS IN ACTION, THEY'LL BEG ME TO JOIN THEM!

OKAY. LET ME GO.
BREEP:- RETINAL SCAN IDENTIFICATION ACKNOWLEDGED:- SUBJECT: VANCE ASTRO:- GROUP AFFILIATION: GUARDIANS OF THE GALAXY:- CROSS REFERENCE FILE #112A-D:-
DISENGAGE SECURITY CODE THREE.
A LITTLE TOO YOUNG TO BE A THOUSAND YEARS OLD, AREN'T YOU, SON?
CAPTAIN AMERICA?!
AND I'M TO TAKE IT YOU'RE VANCE ASTRO?
ASTROVIK. I GUESS I'M THE GUY THE MAN YOU KNOW IS GOING TO GROW UP TO BE ... UHM...
...YOU FOLLOW ALL OF THAT?
HAH--YES, SON, I DO.
BEN GRIMM FILLED US IN ON YOUR CURRENT STATUS SOME TIME AGO. WE LIKE TO KEEP OUR FILES AS COMPLETE AS POSSIBLE.
HEY, THE THING TOLD YOU ABOUT ME? BEN'S MY FRIEND.
THEN THAT MAKES YOU MY FRIEND TOO, VANCE.
WHAT CAN I DO FOR YOU?
I'M HERE TO JOIN THE AVENGERS!
I SEE...
...WELL, YOU'RE A LITTLE TOO YOUNG STILL AND WE DON'T HAVE THE TRAINING FACILITIES NEEDED TO TEACH YOU...
WHY DON'T YOU TRY AGAIN IN A FEW YEARS, VANCE?
YES, SIR...
OKAY?
SURE...
WHAT AN IDIOT I WAS!
WALKING IN THERE LIKE I OWNED THE PLACE!
NOW WHAT?
I CAN'T BE AN AVENGER UNLESS I GET THE EXPERIENCE AND I WON'T GET THE EXPERIENCE UNLESS I BECOME AN AVENGER.
I'LL JUST BLAME IT ALL ON JOSEPH HELLER...
MARVEL BOY!
WHO--?
THE NAME'S NIGHT THRASHER. THIS IS NOVA. YOU WANT TO JOIN A GROUP, DO YOU?


AFTERNOON IN BROOKLYN.
A QUIET NEIGHBORHOOD HAS BEEN TURNED UPSIDE-DOWN BY A MODERN-DAY NIGHTMARE: GROUNDSOIL CONTAMINATION.
THREE CHILDREN HAVE DEVELOPED CANCER OVER THE PAST YEAR. ANOTHER FIVE, LEUKEMIA. THE SCHOOL PLAYGROUND HAS BEEN CLOSED DOWN AND THE EXPERTS HAVE FINALLY BEEN CALLED IN.
GT GENETECH
THE NEW YORK DEPARTMENT OF ENVIRONMENTAL PROTECTION HAS HIRED GENETECH, A NEW COMPANY WHOSE SPECIALTY IS SUPER HUMAN GENETIC RESEARCH.
AND A CLASS FROM EMPIRE STATE UNIVERSITY'S DEPARTMENT OF ENVIRONMENTAL SCIENCE HAS COME FOR A FIELD ASSIGNMENT.
IS ALL OF THIS COMMOTION NECESSARY, MS. TRUESDALE?
I MEAN, DOESN'T IT HAVE A NEGATIVE EFFECT ON THE COMMUNITY?
GOOD QUESTION, NITA. LET'S GO STRAIGHT TO THE SOURCE FOR THE ANSWER...
...SET IT UP IN SECTOR C...
NO PROB, WALT.
MR. ROSEN, ONE OF MY STUDENTS WANTS TO KNOW HOW ALL OF THIS AFFECTS THE SURROUNDING COMMUNITY.
WELL, LINDA, THERE ARE NO EASY ANSWERS...
HOW ABOUT GIVING US SOME HARD ONES, THEN?
AHEM. AND YOU ARE--?
NITA PRENTISS, NAMORITA PRENTISS.
THE SUB-MARINER'S COUSIN?
FASCINATING.
WELL, MISS PRENTISS, AT THIS PARTICULAR SITE, WE'RE STILL TRYING TO COME UP WITH THE QUESTIONS!
THE ANSWERS ALWAYS SEEM TO TAKE CARE OF THEMSELVES...

This is the end of our NEW WARRIORS Preview. Watch for NEW WARRIORS #1, coming soon!

MARVEL® REVIEWERS: THE NEW WARRIORS™

Are you ready for the next generation of super heroes?

Apparently so, judging by your reactions to the advance black-and-white preview copies we sent out of THE NEW WARRIORS. Many of you welcomed our newest super-team with open arms. Some of you may have had reservations about some of the characters, but everyone seemed to feel THE NEW WARRIORS has a lot of potential!

Our first Reviewer this month is Rick Van Hoose, of Van Lear, KY. This is what Rick had to say. "To start with, I would say the first issue of the NEW WARRIORS was *super.* The dynamics of this group are really something else.

"First you've got the one who brought most of them together, the mysterious Night Thrasher. I feel that there is a lot more to this guy and his true definitive motives for bringing this group together.

"The New Warriors' fight with Terrax was awesome. I feel that by not receiving the recognition that they want or even deserve, this will help the New Warriors motivate both as individuals and as a group. I hope you guys go into each of their powers a little more, and I also hope that we *occasionally* see some other Marvel heroes, such as Spider-Man."

Our second review this month comes from David Neimeyer, who asked us to withhold his address. Said David: "I just finished reading my preview copy of the NEW WARRIORS. I like it. I thought you used a good mixture of planning and coincidence in uniting the New Warriors. This was well-supported by the explanation of how Night Thrasher was able to identify and locate Nova, Marvel Boy, and Firestar. Tai and Chord were also a good touch. They seem to be unique characters who will offer good possibilities for further development.

"I cringed at Night Thrasher's explanation that his parents were murdered when he was a boy, and that he's going to make all criminals pay for what they do. Ah, but wait! Could it be that he had just seen a popular movie of another hero of the night, and gave that tongue-in-cheek explanation to throw Marvel Boy off the true goal (which will no doubt be revealed in bits and pieces over succeeding issues)?

David continued, "There were some nice touches of humor in this premiere issue. . .Overall, I thought the artwork was excellent, although I felt Namorita looked a bit too angular and harsh. It did serve as a striking counterpoint to the feminism of Firestar and the bubbles of Speedball, however.

"This series will allow a renewed look at characters who faltered in their own solo series, but who have a lot of potential. It also offers some intriguing new characters and situations.

"I think you've got a winner."

So do we, Dave! Our next reviewer, however, doesn't quite share your views. Ken Fries, of Whitestone, NY, said, "On the whole, this book actually isn't too bad. Not great, not terrific, but not bad. (The preview) was actually good enough to make me change my mind about (THE NEW WARRIORS). I will buy a copy of the first issue when it comes out. Both the story and art are adequate.

"Fabian Nicieza's story is almost totally devoid of character development and human interest. And my biggest complaint with Mark Bagley's art is the lack of personality and style. Bagley's art, while technically sound . . . is boring.

"There were certain positive aspects to this issue, such as the humor. The 'Marvel Boy joins the Avengers' sequence was one of the better parts of the book (written and drawn well, and funny).

"The return of Terrax was pretty decent, and the 'Axe of Vengeance' line, intentional or not, was hysterical! The budding romance between Namorita and Nova should prove interesting. I'd like to see how many issues it takes for Nova to .break through Namorita's high-and-mighty-feminist-princess-I'm-an-Atlantean-better-than-you-are attitude.

"Speaking of Namorita, since she is an ESU student, why do I have this undeniable feeling that somewhere down the line, there will be a Spider-Man guest shot/crossover?"

Ken went on to say that he disliked some of the characters, particularly Speedball and Night Thrasher, but concluded that "even though I have ripped apart many aspects of this comic, I actually kinda liked it as a whole."

Our final Reviewer for the month, Dave Winston, of Bala Cynwood, PA, saw a number of pros and cons with THE WARRIORS. Take it away, Dave!

"My first reaction to THE NEW WARRIORS: POTENTIAL! I think you have a lot of room to make this a really HOT book." We'll start with Dave's list of Pros.

"ART: Nice stuff! Please get a top colorist for this one!

HOT BABES: Okay, my post-pubescent chauvinism is showing through. So sue me. (Firestar needs a new outfit, though.)

SPLASH PAGE (and book opening): LOVED IT! That's the way to start a series!

TERRAX: Another nice start. A cosmic villain is always fun for local heroes."

Dave also had high praise for the inclusion of "semi-obscure" characters like Nova and Vance Astro, and the sense of humor prevalent in the book.

There was only one Con on Dave's list, but, as he put it, "It is a big one to overcome: DERIVATIVE!" Dave elaborated that he felt the personalities of some of the characters were a little too familiar, especially that of Night Thrasher.

Like all our other Reviewers this month, though, Dave is willing to give writer Fabian Nicieza the benefit of the doubt that the more he works with the characters, the more realistic they will become. And if we know Fabian, he's got more than a few surprises up his sleeve regarding Night Thrasher.

Remember—things are not always as they appear!

That wraps up Marvel Reviewers for this month. As you may have noticed, the one word that keeps popping up when discussing the NEW WARRIORS is . . ."POTENTIAL!" Everyone seems to feel this book can really go far. Even those who may have been skeptical at first were won over by the end of the first issue.

So why not give the NEW WARRIORS a try? The next generation of super heroes is about to begin, and you can be a part of it!

And as always, if you would like to become a Marvel Reviewer, send your name and address on a postcard to:

MARVEL REVIEWERS
c/o MARVEL AGE MAGAZINE
387 Park Ave. South
New York, NY 10016

MARVEL AGE OF COMICS

1981 PART FOUR

In 1981 Marvel celebrated its 20th anniversary, and many Marvel books observed double-sized anniversary specials. But the oldest anniversary to be celebrated was in a normal-sized issue, as Roger Stern and John Byrne stirringly retold the origin of CAPTAIN AMERICA to observe the 40th Anniversary of the sentinel of liberty!

Cap started the year visiting England, where he was reunited with wartime friends, Lord Falsworth (Union Jack) and Jacqueline (Spitfire) Falsworth—and wartime enemy, Baron Blood! Another World War II enemy, Cedric Rawlings, allied with Cap against the Demon Druid, and the Hulk dropped in as Cap tackled the mysterious Master of Matrix 8 and his robotic Gammadroid.

Returning home to lady love Bernie Rosenthal, Cap stopped a jailbreak, the arsonist Blockbuster, and Doctor Octopus. A man calling himself Nomad established himself as a hero (before Jack Monroe assumed the name), only to be revealed as a tool of the Red Skull. The Skull tossed the Ameridroid against Cap for good measure, and the year closed with Cap surviving the bizarre menace of the five telepaths known as "the American Dreamers," while dusting off the sadistic Deathwatcher in his 1981 Annual.

Cap also signed on as one of the new order of Avengers, as determined by Avengers scripter Jim Shooter. Before the team was set, the Beast and Wonder Man grappled with the Crawlers, the Vision bested the plans of the Yellow Claw, and the menaces of the Weathermen and Pyron the Thermal Man were also thwarted. The Beast's old flame, Vera, was laid low by the Resurrection Stone, and the Avengers defeated the Shadow-Lord, only to learn he wanted to protect them from the ageless killer, the Berserker!

After all this the team roster stabilized at Cap, Thor, Iron Man, Tigra, Yellowjacket and the Wasp. But when the Elfqueen struck, Hank Pym's rash actions against her led to his court-martial by his fellow Avengers! Each plan Yellowjacket formed to win Jan and his membership back only dug him in deeper, while the Angel teamed with the assemblers against the Ghost Rider. Chris Claremont and Mike Golden provided a memorable AVENGERS ANNUAL, featuring Carol Danvers, Spider-Woman, the Brotherhood of Evil Mutants, and the first appearances of Rogue and Madeline Pryor!

Another Avenger, THOR, sojourned on Earth in '81, saving a troubled church, besting the Wrecking Crew, and protecting Midgard from Firelord and the Air-Walker. Loki and Mephisto both sent proxies to battle the Thunder God, including snow giants, dream demons, and the war god, Tyr. Inner city riots and the ruthless Bombardiers added to the strife, as did a year-end visit by Drax the Destroyer. Thor's back-up feature, "Tales of Asgard," returned, featuring Karnilla and Balder, Loki and Sigyn, and the battle to reclaim Valhalla! Lastly, the THOR ANNUAL had Odin and Dormammu playing a game of chess—only their pawns were Thor and Umar!

Thor and the Avengers both starred in WHAT IF, battling the Norse Gods when Thor refused to give up Jane Foster! Other tales of alternate realities in the double-sized series included What if Captain America was elected President, what if Man-Thing regained Ted Sallis's brain, and what if Phoenix had not died (the Earth would, instead). We saw Daredevil joining SHIELD and saving his father from Hydra, Johnny Blaze killing the Ghost Rider to keep him from assassinating the Pope, the Avengers disbanding in disgrace when they'd beaten everyone

with super powers, the Sub-Mariner living as an Eskimo god because he never regained his memory, and Peter Parker acquiring a "kid brother" when the clone of Spider-Man survived!

WHAT IF also enjoyed a back-up feature, "Untold Tales of the Marvel Universe," which revealed secret histories of the Eternals, the Uni-Mind, the Uranus colony, and the Inhumans. Marvel's strangest untold tales, though, could be found in CRAZY Magazine, which ran not only parodies of movies and television, but also adventures of Howard the Duck, Obnoxio the Clown, Behemoth Jack, and the inimitable Teen Hulk!

The real INCREDIBLE HULK had his hands full in 1981, traveling around the world to battle Thor, Sabra, the Arabian Knight, the Soviet Super-Soldiers the source, and the War-Wagon of Japan! If that weren't enough, the Hulk also faced the Absorbing Man, Glazier, Dire Wraiths, Avalanche, Landslide, the Night Flyer, the Rangers, and the High Evolutionary! Most surprising of all, though, was the HULK ANNUAL, in which Bruce Banner received the cosmic powers of Captain Universe!

Bruce's cousin, Jennifer, starred in THE SAVAGE SHE-HULK, against such bizarre nasties as Gemini, the Grappler and (yes, really) the Man-Elephant. Man-Wolf needed rescue from a sub-atomic universe, and Hellcat lent a hand against the Warriors of the Shadow Cloak. The would-be singer, Dahlia gave She-Hulk valuable inspiration, while Richard Rory competed for Jennifer's affections against her friend, Zapper. And as genetic scientists made trouble for both Jennifer and her father, the enigamtic crimelord, Shade, sent the Seeker, Radius, and Torque on assassination missions with a green-skinned target!

The GHOST RIDER dealt with supernatural strangeness: the Sirens of Kronos, Azmodeus and the she-witch, Tabicantra, the Apparition, and the magic of African juju! The Orb fought Johnny Blaze not once but twice, while Werewolf By Night pitched in against Tatterdemalion, and Night Rider assisted against Moondark. While Johnny Blaze kissed Gina Langtree goodbye and joined the Quentin Carnival, Ghosty saved rival Flagg Fargo from the Enforcer, and tossed hellfire at opponents ranging from the Arabian Knight to the Water Wizard!

Bizarre villains were also the stuff of POWER MAN AND IRON FIST, who took on Arthur Nagan of the Headmen, Montenegro (he'd kill for a quarter), and a most unusual vampire. Luke Cage's nemesis, Bushmaster, returned, while Danny Rand reunited Colleen Wing with her amnesiac father. Rom, Warhawk, and foreign assassins all kept the heroes for hire in fighting trim, and the Power/Fist pair returned to K'un-Lun for a final showdown with Master Khan!

Another New York crimefighter, MOON KNIGHT, fought his own share of memorable battles, under the artistic aegis of Doug Moench and Bill Sienkiewicz. The art thief call Midnight (father of Marc Spector's current "partner") made his first appearance, as did Cajun Creed and Stained Glass Scarlet. Moon Knight outwitted assassins from the Committee, the tormented Redditch family, the voodoo gang called the White Angels, and the dream-master Morpheus. The Moon Kings drugged the city's water supply to loot at their will, and the crazed city proved lethal indeed—especially Moonie's knife-wielding girlfriend, Marlene! A team-up with Daredevil against the Jester brought the year to an end.

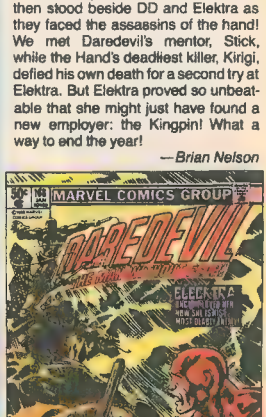
DAREDEVIL had enough problems of his own: Elektra, his first love, was introduced—only to be revealed as an assassin par excellence! Bullseye, insane at the sight of Daredevil, was hired by the Kingpin as an assassin, but the Kingpin himself felt destroyed when his wife Vanessa was kidnapped and seemingly killed. The reformed Gladiator took out his blades again when falsely accused of crime, and then stood beside DD and Elektra as they faced the assassins of the hand! We met Daredevil's mentor, Stick, while the Hand's deadliest killer, Kirigi, defied his own death for a second try at Elektra. But Elektra proved so unbeatable that she might just have found a new employer: the Kingpin! What a way to end the year!

—Brian Nelson

MARVEL® COMICS PRICE GUIDE

The funny thing about back issues is that you never know what will be important years later! Who knew that prices on old SHE-HULK issues would rise this year, or that Madeline Pryor's cameo in AVENGERS ANNUAL would ever be noticed? Here's a guide to what the comics we covered this month will run, at this moment anyway, at your local comics specialty shop. Our source, as always, is Robert Overstreet's THE COMIC BOOK PRICE GUIDE #19. But remember, this is only a guide. Actual prices may vary, and should be less for copies in fair or poor condition.

	CONDITION		
	Good	Fine	Mint
■ **AVENGERS**			
203-214		.60	1.20
ANNUAL 10			
(X-Men app., Golden art)	.85	2.50	5.00
■ **CAPTAIN AMERICA**			
253-255			
(Byrne art)	.40	1.25	2.50
256-264		.60	1.20
■ **ANNUAL 5**	.25	.75	1.50
■ **CRAZY (magazine)**			
69-80		.30	.60
■ **DAREDEVIL**			
168			
(Intro Elektra)	2.65	8.00	16.00
169 (Elektra)	1.35	4.00	8.00
170	1.00	3.00	6.00
171-175 (Elektra)	.70	2.00	4.00
176-177	.50	1.50	3.00
■ **GHOST RIDER**			
52-63		.50	1.00
■ **INCREDIBLE HULK**			
255-256		.60	1.20
■ **MOON KNIGHT**			
3-14		.50	1.00
■ **POWER MAN AND IRON FIST**			
67-76		.40	.80
■ **SAVAGE SHE-HULK**			
12-23	.25	.75	1.50
■ **THOR**			
303-314		.50	1.00
ANNUAL 9	.25	.75	1.50
■ **WHAT IF. . . ?**			
25-26	.30	.90	1.80
27 **(X-Men appear; Miller cover)**	.90	2.75	5.50
(Miller **Daredevil**)	1.10	3.30	6.60
29			
(Golden cover)	.25	.75	1.50
30 **(Wolverine** appears)	.85	2.50	5.00



NEW TALENT: JARED OSBORN

This month we showcase the inking work of talented newcomer Jared Osborn. Jared was at a convention, showing off his samples, when he met editor Terry Kavanagh. Terry gave Jared some photocopies of some Gene Colan Black Panther pages, and Jared rushed home to put brush to paper. Here you see the results.

We gave Jared's samples to Marvel's art director (and our resident art critic), John Romita, who had the following comments about Jared's inks: "He has maintained a lively line and avoided overworking the technique (easy to succumb to). Jared does a crisp, clean silhouette with a good sense of the 'scale' of brush strokes to be reduced 60%.

Here's one of Jared's inking samples . . .

. . . and here's the original penciled page by Gene Colan

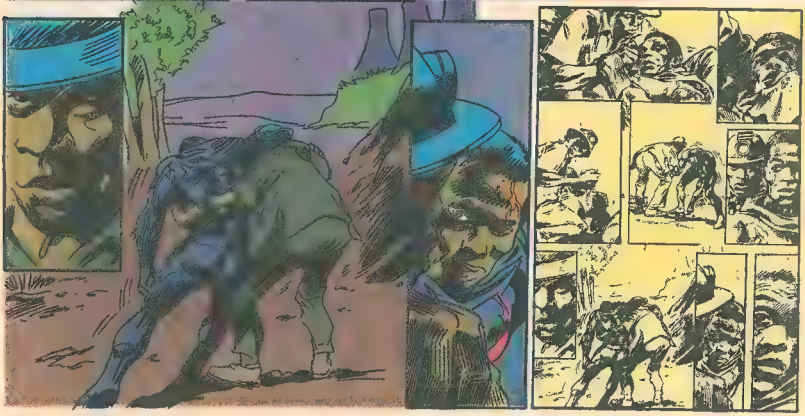
"However, heads and hands have lost some bone structure —forearms and wrists, too. Thus, subtle expressions and gestures are missed. These are *crucial* to inking—inkers need to consciously *note* expressions and gestures which *must* be reflected in the printed product. In panel three, the penciler left out the black on the shirt and arm; he probably meant for it to be finished."

John added that "it's difficult to try to get across some of the subtleties of the pencils in ink," especially with a penciler like Colan. Concluded John, "Turning soft pencil into black and white line isn't easy, but Jared seems to have a good knack for it."

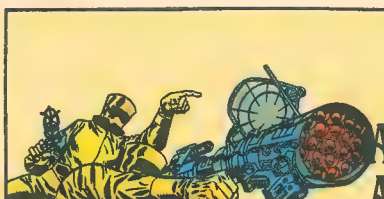
If you are an aspiring penciler or inker, and would like to be featured in New Talent Department, send your samples on 11" x 17" paper to:

NEW TALENT DEPARTMENT
c/o MARVEL AGE MAGAZINE
387 Park Avenue, South
New York, N.Y. 10016

Once again, here's Jared's inks . .



. . . and the original Colan pencils.



WE ALL LIVE IN A YELLOW LETTER COLUMN A YELLOW LETTER COLUMN A YELLOW LETTER COLUMN

Send your letters to: MARVEL AGE MAGAZINE, c/o Marvel Entertainment Group, Inc., 387 Park Avenue South, New York, NY 10016

Attention correspondents:
All letters to be considered for publication must include your name and address though we will gladly withhold that info upon request!

This month's fab and gear letter column title comes to us from the paisley-printed mind of Marc Getty of Churchville, PA. Thanks Marc! Of course only *part* of our letter column is actually yellow (namely, the part with our lilting Letter of the Month), but we appreciate the sentiment nonetheless.

Of course, that doesn't mean that we still don't need a brand spanking new title for this letter column every single month, all through the year. So get cracking, folks, and send those ideas on in! If we use one of yours, we'll even thank you right here in this space. And if that isn't enough to make you the envy of all Pepperland, well, we don't know what is!

Dear Editor,

The Duck stops here! Has Marvel forsaken the Duck—Howard the Duck? Comics, buttons, t-shirts, and even a movie have starred this fowl being. I have all the issues of the HOWARD color comics and magazines. But why no more appearances? Even though the movie did not do well, there are still duck fans out here! Bring the Duck back!

Some ideas for future duck-tales:

A) Some issues of WHAT IF. . .? by Steve Gerber and Gene Colan: "What If Howard Had Been Elected President?" and "What If Howard and Beverly Had Remained on Duckworld?"

B) Reprint the two Howard/Spider-Man team-ups, along with the HOWARD THE DUCK Newspaper strip, with a Todd McFarlane cover.

Get down America!

Nelson Jimenez
149 Myrtle Ave., Apt 4
Stamford, CT 06902

All right, all right, Nelson! You say you want new adventures with Howard the Duck? You say you want Howard written by the same man who created him, Steve Gerber? Well, you've got it! Steve's taken advantage of his position as regular scripter on SHE-HULK to come up with some all-new adventures of the web-footed waterfowl. The story began in SHE-HULK #14, so you'd better hurry on down to your local newsstand or comics specialty shop today! What more can we say. . .but "Waaauugghhh!"

Dear MARVEL AGE MAGAZINE,

I have two very simple questions: Was there such a thing as mutants before the X-Men? And who created the term "mutants"?

Jeff Allman
7407 Terry Ct., S.E.
Salem, OR 97301

Well, Jeff, the term "mutant" is actually an old term used in the study of genetics to refer to organisms that display genetic characteristics different from those of their parents. Mutation has been going on in the real world pretty much since the dawn of time, and it can play an important role in evolution as a whole.

But if you mean "Were there such things as mutant super heroes before the X-Men?" then the answer to your question is "yes" and "no." Historically, the first mutant Marvel hero would have to be the Sub-Mariner, who debuted way back in 1939. But back in those days, people didn't really talk about "mutants" per se; they just figured Namor was a funny looking guy with wings on his feet. It wasn't until the early sixties that people started thinking about him as a genetic mutation.

In fact, according to Stan (the Man) Lee, in 1963, he and Jack Kirby briefly considered calling their latest Marvel series THE MUTANTS but decided no one would know what the word "mutant" meant. . .so they called it the X-MEN instead! (And why "X-MEN?" For "*X-tra*" powers, what else?) Suffice it to say that the term's a whole lot more common today.

Say, there's that telltale yellow background again! And you know what that means . . . No, not that someone's been eating hot dogs next to the printing press again. It means it's time for our LETTER OF THE MONTH! Once again we've dug through our voluminous stacks of mail to come up with a letter that we think will be of particular importance to Marveldom at large and printed it here against a sparkling, canary yellow background as befits its prestigious position. Although, this time around, our Letter of the Month raises issues that have to do with a different kind of color. . .

To the MARVEL AGE MAGAZINE writers,

I have written this letter, not to cause any form of trouble, but simply to ask a few questions and say a few remarks. For many years, I have read and collected many titles from Marvel, and I would like to commend you on your success and great work. Your comics have brought people the suspense, love, humor, and excitement that everyone needs in his or her life. But now that I'm older, I have a few questions I feel only *you* can answer.

My first question is "How come there are no Black or Hispanic super heroes with really unique powers and abilities?" What I mean by this is, why couldn't Magneto have been Black, or why couldn't Spider-Man have been Puerto Rican? It seems that there are only a very small percentage of minority characters with really unique powers (like Spidey's, the Punisher's, Professor X's, etc.). It seems that most of the minority heroes have either acrobatic abilities, growing and shrinking abilities, or artificial powers like those of the Falcon.

For my second question, I would like to ask why there are only one or two minority characters in any of the Marvel super groups (such as the X-Men, Avengers, etc.)? It seems that it could be possible to have more Blacks, Hispanics, and other minorities share in the limelight in these groups.

My final, closing question is quite simple: Will there ever be another series featuring a minority super hero? I see that there are a bunch of new titles coming out but none of them with a minority super hero as the star attraction.

I hope that these questions did not offend or embarrass you in any way. I am merely a reader who wants to know why.

Daniel A. McNeal
461 Livingston Ave.
Albany, NY 12206

We appreciate the thought, Daniel, but don't worry—you haven't offended us. It's clear that you feel deeply about these issues, and you've raised some legitimate concerns. But while there certainly aren't as many Black and Hispanic Marvel heroes as there are White ones, we do think you've overstated things a little.

For one thing, we're not exactly sure what you mean when you say that there aren't *many* minority characters with "unique" powers and abilities. It seems to us that our minority characters represent quite a range of talents; just off the tops of our heads, there's not much similarity among Storm's control of the weather, Cloak's shadowy abilities, and Power Man's super-strength and near-invulnerability.

You're right, though, when you say that there aren't any minority super heroes with series of their own right now, and it's an issue that deserves some thought. But there is a minority hero sharing half the limelight in CLOAK AND DAGGER each month, and the Black Panther stars in an upcoming 4-issue Book-shelf Format Limited series by Don McGregor and Dwayne Turner, beginning in July (watch these pages for more info!). And that's not to mention the solo stories featuring La Espirita, the Falcon, El Aguila, and other minority heroes that have appeared in AVENGERS SPOTLIGHT and MARVEL COMICS PRESENTS.

Dear everyone at Marvel,

The new ROBOCOP comic book is the best idea you've had since the new SPIDER-MAN comic book! But I have never seen the ROBOCOP movie, so could you begin where the movie began and not where it ended?

David Goodner
2665 Concord Cir.
Iowa City, IA 52245

Thanks for the kind words, David! We're sorry you missed the ROBOCOP movie; we think it's every bit as spiffy as the first issue of the comic book. But while we may not be adapting the movie in Roboscop's regular series, we did do a comics version of the story in a special one-shot magazine adaptation. Your local comics specialty shop might have a copy or two left among its selection of back issues. So just step up to the counter, look the manager straight in the eye, and proudly proclaim, "I'd buy *that* for a dollar!"

Dear Marvel,

Today was my birthday. I'm nine now. I think it is nice to be nine. I just wanted to let you know.

David Goodner
(Address withheld by request)

Happy birthday, David! We think it's nice to be nine, too. And do you know what? Being ten isn't too bad either. Hope you enjoy it!

Well, judging from the old sundial on the wall, it looks like it's time to go (or is it just cloudy out? We never *could* tell the difference). But before we hit that happy trail homeward, let's pause to present another pulse-pounding potpourri of MARVEL CORRESPONDENTS! You remember our Marvel Correspondents, don't you? Those guys and gals from hither and yon who are looking for new friends with whom to exchange the occasional epistle? Then what are you waiting for? Pick out one or two and drop 'em a line! After all, time's a-wastin'!

MARVEL® CORRESPONDENTS

To be listed here yourself, simply send your name, address, age, and the titles of three of your favorite Marvel Comics to Marvel Correspondents at the address high atop this letter column. Nothing could be easier . . . except maybe halting the rampage of the Dread Dormammu!

Paul Amore
Western Reserve Academy
Hudson, OH 44236
Age: 16
Favorites: SHE-HULK, X-MEN, AVENGERS WEST COAST

Angel Conde
521 East 12th Street
New York, N.Y. 10009
Age: 17
Favorites: G.I. JOE, NTH MAN, PUNISHER

Mike Cade #40097
P.O. Box 2
Lansing, KS 66043
Age: 28
Favorites: All SPIDER-MAN titles, FANTASTIC FOUR, IRON MAN

Aaron Gustafson/O'Connor
279 Tiger Lily Court
Altamonte Springs, FLA. 32714
Favorites: WOLVERINE, EXCALIBUR, ALPHA FLIGHT

Trevor Grover
3709-44 Avenue
Red Deer, Alta
T4N 3H4 CANADA

Tim Harrison
1348 Grant Avenue
Cuyahoga Falls, OH 44223
Age: 14
Favorites: X-MEN, WOLVERINE, WHAT IF?!

David Andrews
58 Mair Avenue
Dalry
Ayrshire KA24 4D4
SCOTLAND
Age: 25
Favorites: X-FACTOR, EXCALIBUR, SHE-HULK

Bryan Cook
P.O. Box 147
Peach Orchard, AR 71453
Age: 14
Favorites: All MUTANT titles, AVENGERS (East and West), SHE-HULK

Greg Greenwood
8884 Shepherd Way
North Delta BC CANADA
V5C 4K1
Age: 20
Favorites: AMAZING SPIDER-MAN, POWER PACK, NEW MUTANTS

Jason Mojica
2427 So. 58th Ct.
Cicero, IL 60650
Age: 15
Favorites: AMAZING SPIDER-MAN, X-MEN, WHAT THE?!

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2. C	6. D	10. A
3. A	7. C	11. A
4. B	8. C	12. A

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THE 1990 MARVEL AGE CALENDAR

WRITERS: CHRIS ELIOPOLOUS AND BARRY DUTTER
ARTIST: RON ZALME
COLORIST: RENEE WITTERSTAETTER

SUNDAY	MONDAY	TUES
MAY FLOWERS BRING... ...HAYFEVER! AC-CHOO	1 IT'S M FAVORI MONTH	
IT'S STAT-MAN™ 6 ROB CARDSELLA'S BAT-DAY! ER, B-DAY!	HEY, TIGERS! IT'S DAVE MICHELINE'S BIRTHDAY! 7	8
HAPPY MOTHER'S DAY, MOMMY! :SIGH: ANOTHER INVISIBLE FLOWER	THE GREEN HULK-- HE'S BACK! GRRR	THE GRAY HULK-- HE'S HERE TO ST
HERE COME THE NEW KIDS ON THE BLOCK! ♪WE GOT THE RIGHT STUFF!♪ 21 WHO ARE THESE GUYS? 20		2
IT'S EDITORIAL ASSISTANT, VINCE WESTERBAND'S DAY OF BIRTH! 27	MEMORIAL DAY 28	IT'S JOLL JIM SALIC BIRTHDAY!

WEDNESDAY
THURSDAY
FRIDAY
SATURDAY
ANY DAY NOW...
IT'S GLENN HERDLING'S BIRTHDAY!
2
DO YOUR STUFF, GLENN.
BLA
BRAPP!
FOOSH!
BROOP
HAPPY B-DAY BILL SIENKIEWICZ FROM ME AND THE GANG!
3
WHAT IF...? MICHAEL KEATON PLAYED CAPTAIN AMERICA?
4
A
5
...AND JACK NICHOLSON PLAYED THE RED SKULL?
WAIT 'TIL THEY GET A LOAD OF ME.
IT'S A FULL MOON. RAHRR!
9
...AND DUE TO AN UNUSUALLY HIGH INTENSITY OF SUN-SPOT ACTIVITY...
10
H
L
SUNSPOT! CALM DOWN!
12
15
HMPH!
16
THE COLORIST— HE'S LOSING HIS LAUGH! MIND!
HAPPY B-DAY TO MY HONEY-UMS, STEVE GEIGER!
17
HAPPY BIRTHDAY, ALAN KUPPERBERG!
18
HAPPY BIRTHDAY, JIM FRY!
19
HAVE A BLOODY GOOD B-DAY, JOHN BOLTON!
23
24
IT'S STAR EDITOR, EVAN SKOLNICK'S B-DAY!
I WANT MY BOOK BACK!
TOMORROW IS HERB TRIMPE'S BIRTHDAY!
25
AND DON'T YOU FORGET IT!
IT'S MAILROOM'S JOHN GALVIN'S BIRTHDAY!
26
HAS ANYONE SEEN MY SPIDEY COSTUME?
30
THORTOISE-- THE TURTLE OF THUNDER!
31
YOU'LL LOVE THIS MOVIE, COLANDER GIRL, I HEAR IT'S ALL ABOUT POT-HEADS!
EASY RIDER
I HEARD CAPTAIN AMERICA'S IN IT ALSO!